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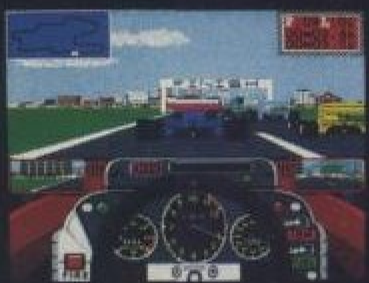
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CONTENTS

GAME *thrills*

UP AND UP!

Have you had a brill summer? Or have you been flaked out with the heat?! Well, CRASH never flakes out: it's back in action for another month with the hottest (or maybe coolest) selection of game thrills around! CRASH is so cool it's becoming ever more popular: welcome to over 6,000 new monthly readers!! Yes CRASH's sales figures have shot up once again! The total number of copies sold is nearly 62,000!! Cowabunga! So a hearty big thank you for your support, and to prove how grateful we are there are a few special thrills planned over the next few months!!

THRILLS ON TAPE

Where to find your brill thrills!

SIDE A
DYNAMITE DAN
LUNA ATAC

SIDE B
MONSTER MUNCH
SOLARIS
POKEMANIA

Check the inlay for loading instructions.
Should your tape prove faulty send it, in its box, to:
NEWSFIELD, CRASH TAPE CLINIC (80), LUDLOW, SHROPSHIRE SY8 1JW

A working tape will wing its way back to you!



DYNAMITE DAN

● From Mirrorsoft, the most colourful arcade platform game around!!

Dynamite Dan **is simply the most whizzy platform game you're ever likely to play!! Created in 1985** ***Dynamite Dan*** **has already been awarded** ***TWO CRASH Smashes*** **(once in issue 18 when it scored 94% and again in issue 61 when it scored 92%)! Now, thanks to** Mirrorsoft **you can play it for free! It's the game they've called the most playable game on the Speccy!!**

The action takes place inside a vast mansion, inhabited by many strange creatures. Dan's girlfriend has been locked in a massive safe inside the house. The only way to free her is by collecting **eight sticks of dynamite** to blow the safe door open. So hop off your airship and get searching!

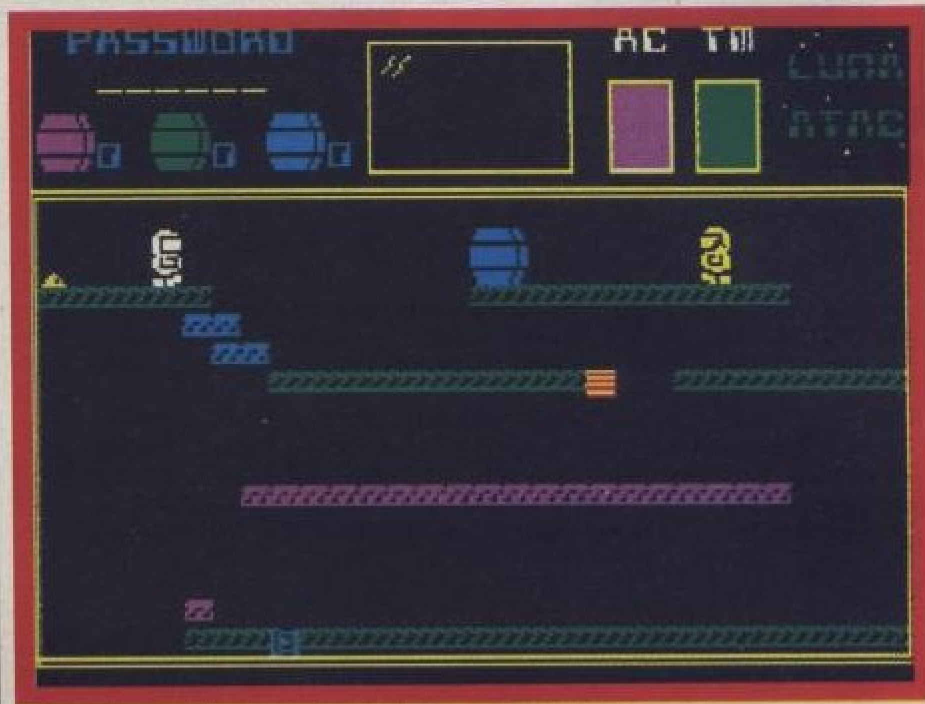


The 48-screen mansion contains many bizarre features, such as **tightropes**, **teleports** and even **trampolines** to add extra spring to Dan's jumps. Contact with nasties or long falls reduce Dan's energy, but it can be topped up by eating the food which is scattered around the house. Also don't forget to pick up the weapon, if you can find it!

Dynamite Dan is a great game: its sheer playability will keep you glued to the sreen for hours! Don't hang around — load it up and play it now!

IT'S DYNAMITE...

...as long as you know the controls! Use a joystick or choose the redefine keys option if you want to use the keyboard. See the opening screen for details.





LUNA ATAC

● Arcade action in Atlantis' addictive platform game!!

Everyone loves a platform game and here's one that's not only a lot of fun but needs thinking about. Have you got the brains and agility to master *Luna Atac*? You're a space hero, but sadly a bit of a useless one. While trying to land on a space station you missed the landing area, hit the wall and wrecked your ship! Now you're stuck with only a glimmer of hope: an emergency shuttle could get you back to Earth, but you haven't got the fuel or the access code to set the launch controls on the master computer. But they can be found...

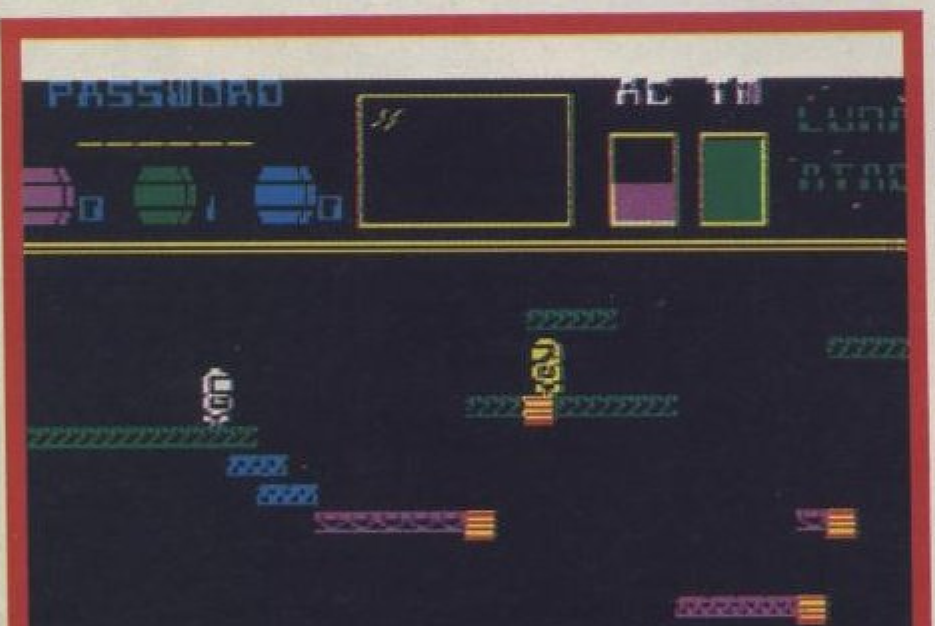
Move around the rooms of the space station searching for the **fuel barrels** and **computer terminals**, but beware of the many booby-traps laid by robots which patrol the station. Contact with either a booby-trap or one of the robots results in loss of power (shown on screen under **AC**). And what's more, you're up against the clock — there's only a limited time to escape. If you run out of time (**TM**), death is instantaneous.

Every different coloured barrel contains one of the ingredients needed to make the fuel for the emergency shuttle. You need three barrels of each colour to concoct the fuel. Each of the computer terminals will, if the right decision is made, give you one of the six letters that make up the master computer access code. To select a letter use the **Q** and **W** keys and use the **P** key to transfer a letter to the master computer. Get it wrong and your power supply is deleted further! There is a way to work out the correct letter in each case, but this is for you to discover (haw, haw).

When all nine barrels have been collected and the password is complete, the main computer in the emergency shuttle launch chamber can be accessed. Solve the password anagram to gain entry to the shuttle and return to Earth. Phew!

READY FOR THE ATAC?!

You will be if you learn the controls! Use a joystick plugged into a Kempston interface or use the keyboard controls, which are: Q/left, W/right, P/activate. The P key also allows you to travel up when standing on a striped booster or teleport to another room when over a flashing port.



MONSTER munch

● It's another crazy Psychaedelic Hedgehog Software game!!

Nuts! Psychaedelic Hedgehog's games are pretty crazy — and the loopiest bit of all is the plot — and *Monster Munch*'s storyline is no exception! You're a monster called Monster employed by a rather mean witch — but what the hell, she pays your wages!

Your boss, **Witch Warty Nose And Flapping Robes**, is one of the **Muggers Octett** and as such must entertain her peers for luncheon. **Filigree The Fancy Foo Foo** is coming to tea and Warty Nose And Flapping Robes has to lay on a royal feast (not literally, because that's a bit messy!).

That's where you come in — you're the mutant minion who has to get the grub! At the beginning of each game Witch Warty informs you what she wants to serve and commands you to find the ingredients. So, enter the





colourful countryside, collecting one ingredient at a time. There's an ingredient in each of the 30 levels — so keep travelling to the right.

The landscape may look pretty attractive but evil creatures hide in the scenery and, if they feel like it, attack you. There's a hidden time limit, so don't hang around too long, and keep a close eye on your energy bar — let it sink to zero and you're out! Potions to boost your energy, ammo and score are collected from the red and purple cauldrons . However, some cauldrons contain a poison which drains your energy. Collect all the ingredients and Witch Warty can have her party. **Mrs Beaton**, eat your heart out!

CONTROLS

Do the monster mash using keyboard controls, which are definable, or use a joystick — all the options and full control instructions are on the opening screen.

Psychaedelic Hedgehog Software is a software house currently operating on a mail order basis. Details on its games are on the loading screen and you can contact **PHS** by writing to: 55 Stanley Street, Ramsbottom, Bury BLO 9JG.

SOLARIS

● Shoot 'em up in the stars from Theo Develegas

The Speccy is everywhere! It is y'know, for instance this groovy space blaster was created by a chap called Theo Develegas **who lives in Greece! So, it looks like this is CRASH's very first Euro-Powertape! What's *Solaris* all about? Read on...**

Space: the final frontier... It looked empty enough, except for a few billion stars, but as an Earth exploration ship sets out to discover new riches from far worlds the pilot discovers a sinister galaxy! You are that pilot (oh dear). Entering this never-seen-before galaxy, fleets of alien craft head towards your ship.

GAME *thrills*





Tuning into the space radio you can hear no sounds of welcome, just the noise of their laser cannon warming up. It looks like war!

Fly through the vertically scrolling galaxy doing battle with the endless fleets of **alien warships** and the missiles they hurl at you! Eeek! Um, and... Erm, well that's about it really! How long can you survive the alien attackers?!

CONTROLS

Save the universe using a joystick, options on menu screen, or selecting keyboard controls, which are: Q/up, A/down, P/right, O/left, SPACE/Fire.

SHOCK HORROR! WOW! OVER 60 SMASHING GAMES!

Since we launched our covermounted Powertape cassette 16 months ago CRASH has brought you an astounding 63 brilliant games! Blimey! Thanks to all those nice software houses CRASH could be the biggest publisher of Speccy games in Britain! Well, we're not stopping now! There are piles of new and exciting thrills lined up for you — so join the in-crowd and stick with CRASH!

POKEMANIA MADNESS!!
All you cheating villains had better check out Graham Turbo Mason's bundle of game-bending POKEs on the Powertape. Find out what's on offer in DJ Nicko's Playing Tips further on!

GET YOURSELF ON THE COVER!!

If you think you've written a completely brill game and want to share it with the Speccy world, send it to us on cassette or disk with a letter explaining the game. If it passes the reviewers' test we'll put it on the Power Tape for thousands to enjoy! It could be your first step into the software publishing world!!!

Check out the coupon on page 19! It must accompany all entries!

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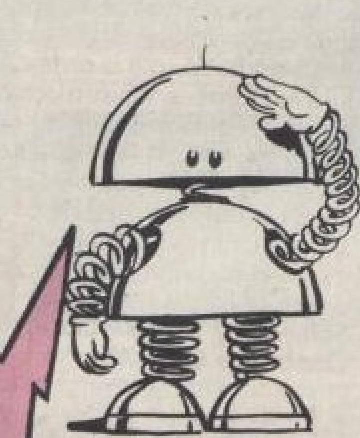
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the page with all things coupé...

We'll kick off the SAM Coupé page with a letter, which leads us into all the news on Coupé action...

Dear Lloyd,
I was informed that a new ROM Update pack was to be sent out. So I rang the company on the Hotline where I was told that **MGT** was is receivership — the company has run out of money.

To make things worse I found out that my parents had bought me a disk drive to go with the Coupé. So I tried to use it and most of the programs on the system disk didn't work. The programs were littered with error messages and commands that didn't work.

I realised that perhaps it was because my SAM contained the old ROM and the system disk used a DOS update and not 2.0. But with MGT in receivership there was not much chance of getting hold of the ROM update package. I am lost.
James Knapman, Gosport, Hants.

James' letter is just one of the many we have received over the last few months from Coupé owners who simply don't know where to turn. This month CRASH has very good news for anyone in that situation....

Alan Miles and **Bruce Gordon**, ex-directors of MGT plc, are back in business with a new company called **SAM Computers Ltd**, or **SAM Co** for short. Miles and Gordon have financed the new company with their own money, proving their dedication to continue providing support for the SAM Coupé. SAM Computers Ltd will offer a rescue service for anyone who is experiencing problems with their Coupé. Alan Miles explained that the company has three main aims:

■ To provide a full upgrade service. A new SAM Coupé upgrade pack is to be produced featuring the new ROM chip, a new Spectrum emulator, new DOS and a bunch of useful utilities created by technical expert **Dr Andy Wright**. Accompanied by simple instructions for fitting the new ROM chip, the SAM Upgrade pack costs £12.

■ To create and control the publishing of new Coupé software. SAM Computers Ltd is working closely with software house **Enigma Variations** to produce a range of new software which includes a compilation of family games called *Mindgames*. Further games in the pipeline include an adventure and a shoot-'em-up.

■ To honour the warranty. The SAM Coupé comes with a full one-year warranty. SAM Computers Ltd will be taking over this warranty offering repairs for any machines which break down within the warranty period.

SAM Computers Ltd is currently based at 7 Clevedon Court, Uplands, Swansea SA2 ORG, though this address is likely to change very soon. For the moment the company can only deal with written enquiries, a phone number is expected to be announced soon.

INSTANT HELP!

Each and every week you can find out the state of play with the Coupé with a new phone-in news service. **The SAM Coupé Hotline**, which was launched in August, offers hints, tips and news and is updated every week. All the information comes from SAM Computers Ltd bosses Alan Miles and Bruce Gordon so you can be guaranteed access to the latest information as it happens! The number to ring is **0898 299380**. A call to the SAM Coupé Hotline is more expensive than a normal phone call (38p per minute peak times, 25p per minute all other times) so make sure you ask permission of the person who pays the 'phone bill before you dial.

WHAT'S THAT S?

You spotted something yet? Hummm, take another look at the name for Miles and Gordon's new company. SAM Computers Ltd. Yeah, Computers. Could this indicate that a new product could be coming from the recently formed company? It was suggested at an industry conferernce that a new SAM product was being worked on but Alan Miles is saying little: 'That S is not supposed to intentionally imply anything, though we would like to create new products in the future.'

CRASH will be keeping its proverbial ear to the ground.



ASSEMBLY LINE

Calling all programming boffins! **SC-Assembler Version 1.1** is now available for the Coupé. Designed to help you create machine code programs, SC-Assembler boasts three impressive features: it does not use the SAM ROM so it is compatible with future upgrades, it has a complex editor which makes altering and listing source easy and additionally, a program, when assembled and compressed, takes up half as much space in memory than usual. If you're machine code minded you can get details of SC-Assembler from: **Steve's Software, 7 Narrow Close, Histon, Cambridge CB4 4XX.**

NEW EDITIONS

A new SAM Coupé software service has been launched by a small company called **Zenith Graphics**. It's called *Edition One* and it's a disk or cassette packed with software for the SAM Coupé. It costs £7 and features three SAM games, utilities, graphic demos and 16 *Flash!* screens. You can discover more from **Jonathan Langford, Zenith Graphics, 42 Aldbourne Way, Kings Norton, Birmingham B38 9UP.**

DEFENDER WINNER?!

A letter from **Adrian Siddall** from Stratford, London plopped onto the SAM desk this month. Adrian says he claims the honour of being the first person to complete the SAM Coupé's one and only game *Defenders of the Earth*. He finished it on Thursday June 29 at 11.40 with a high score of 188,200 — does this make him first? If you know different, drop us a line with your score, the finishing message, the date and time you completed the game (with a signed declaration from an honest bod!) to the usual address and we'll try to discover the person who completed the first Coupé game first!!

Don't forget, we want to hear from you! Send your letters queries, tips and opinions to NEWSFIELD, LLOYD'S SAM FORUM, CRASH!, LUDLOW, Shropshire SY8 1JW!.

More on the world of SAM next issue!

'ERE PAL! WANNA KNOW HOW TO GET YOUR MITTS ON ONE OF THEM WONDER MACHINES? WELL LOOK AT THE PAGE BEFORE THIS ONE AND SEE!



BEAT 'EM UP BONANZA!!

Get stuck into chaotic action in Ocean's latest beat 'em up and bruiser that cuts a swathe through its opponents — it's *Shadow Warriors!* Ocean has just released the game and this is your chance to win a copy plus a first prize of a video recorder and a set of martial arts movies!

So, who are the **Shadow Warriors**? Well, they're a bunch of oriental fighters skilled in five secret **Ninjitsu** techniques, a skill handed down only to the elite since medieval times. But an evil demon has possessed the strength of the greatest warrior, summoned a horde of ghoulish assassins and is causing havoc in the toughest neighbourhoods in America! This has to be stopped: and you're the Shadow Warrior who has to do it! Have you noticed that jobs like this are never in the Job Centre window?

Six levels of Ninja action await and they're tough, but you are a Shadow Warrior: he laughs in the face of danger and spanks the bottom of demons!

✪ NINJA PRIZES!

You too can experience Ninja action if you become one of the lucky prize winners in this *Shadow Warriors* compo! In the prize pot are: **A brand new video recorder! A set of martial arts movies! A copy of the game!** That's the first prize bundle, and then 20 runners up will each win a copy of the game!

✪ SO WHAT DO I HAVE TO DO?

Ninjas are very observant lot, they have to be with these demonic forces creeping up behind them, and this puzzle is to test your powers of observation. On this page is a copy of the *Shadow Warriors* logo, complete with seven fighting ninjas. And below are five segments of the picture, numbered one to five. Thing is, only three are actually taken direct from the logo — two segments have been altered! Woooo! Can you spot the three correct segments? If you can, write the numbers of the correct segments on a postcard or on the back of a sealed envelope and send it, along with your name and address to: NEWSFIELD, ME AND MY SHADOW WARRIOR COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by September 20 or we'll give you a triple blow combination (wayhey!!)!







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LIVE CIRCUIT

Views ● News ● Comics ● Classifieds ● Winners ● Compiled by Lloyd Mangram

The recent blast of blazing weather prompts the, slightly changed, phrase 'Mad dogs and CRASH employees go out in the midday sun'. Since CRASH moved to a new HQ on the banks of the River Teme, lunchtimes have become a free for all on the water's edge. The worst perpetrator is Aunt Aggie, long forgotten Mail Order queen (aka Carol Kinsey) whose idea of a 'birrovalaff' is to encourage the sport of paddling. Then, when her victims are knee deep, she begins to kick, splash, and throw cups of water over them. I, naturally, have no intention of getting my feet wet and watch the proceedings from the window. Now you know why I work from home most of the time! Enough of our goings on, what have you lot been up to? A bulging mail bag to contend with and a Letter of the Month from Neil Sutherland who's wants more from his Speccy than just Space Invaders!

FUN TO LEARN

Dear Lloyd
I've written to you to say 'well done' for reviewing an **educational** game (*Hooray for Henrietta*, CRASH 78). I've noticed that there are hardly any educational games on the market. My sister did spot *Fun School 2* which is an excellent bunch of programs. So, a message to programmers. How about some more of these games please!
Neil Crittenden, Sutherland RW14 7YJ.

A few years back CRASH ran a regular three-page educational feature called CRASH Course. **However, it was stopped as many readers felt it ate up too much space.** Scetlander, **producers of *Hooray for Henrietta*, were keen that CRASH reviewed *Hooray* and we were impressed. I've received many letters like yours stating readers' pleasure on seeing such a game reviewed. So, from now on, CRASH will be reviewing the best of entertaining educational games. Look out for *Fun School 3* very soon. Maybe that's one of the titles you can buy with your £40 software voucher — you've just won Letter Of The Month!**
LM

GO AWAY!

Dear Lloyd
Is this the dumbest letter you have ever received?
Anthony Hobbs, Truro.

No, your previous letter was worse!
LM

MIKIE'S LOAD

Dear Lloyd
I have a +2A computer and I bought *Konami Coin-op Hits*. The problem is I can never get *Mikie* to load. When it runs the hearts come up on screen but when I press Enter the screen goes



blank. Please can you give me some advice.
Rodney Wilson, Luton.

**In any cases where software doesn't load you should return it immediately to the place where you bought it. If it is indeed faulty the shop should offer you a replacement. However, *Mikie* is such an old title that you may find it's incompatible with the +2A.
LM**

HELP!!

More pleas of help! from readers who are stuck. If we can't help! maybe YOU know the answer. Write in if you have any solutions.

David Tout **from Ipswich is new to the Speccy and loves the cassette, but is a bit stuck on one point...** 'There is more than one game on one side of the tape. Could you tell me how to get the next game on the same side?' **Simple! When the first game has loaded stop the tape immediately. Then, when you want to play the next game, just perform the usual loading procedure and start the tape again, this should help you. Ideally, if you're using a cassette deck with a built-in counter, note down the number for the point where every program starts.**

Paul Maggs **from Bristol needs some help! with his printer, does anyone have a solution?** 'Can you tell me if the Clive Drive interface is compatible with the Timex 2040 Thermal printer?' **Paul also asks** 'What is the difference between the +2 and the +2A?' **Well, Paul, the +2A's circuit board is taken from the +3 design (which means some older games may not be compatible) and the +2 circuit board is that of the original 128K+.**

Finally, Robert Davies **from Cardigan asks** 'Are there any software packages for my Spectrum that you can use with a mouse. The only software I have for it is the AMX Art I had with it. I read in the manual that software would be released soon, but in total failure I haven't succeeded in finding any. I have a Spectrum +2 (cassette)'

Do *you* know of any mouse driven software? Let us know.

QUATTRO ACTION

● **CodeMasters** appear to be taking a leaf from **CRASH**'s book and are producing a cassette bulging with four great games! The **Quattro** series, out now, already has three packs available: *Quattro Power*, *Quattro Sports* and *Quattro Adventure*, something for all tastes in computer games.

The four games included in each package are all from the CodeMasters stable and include some of the best games they've ever produced! ***Quattro Power*** has *Moto X*, *Twin Turbo V8*, *Pro Powerboat* and *ATV Simulator* — a mixture of excellent and some more mediocre games, but there's bound to be something you like. **Nick** reckons it's worth an overall score of 78%. Next up is ***Quattro Adventure***, wherein lie some of the best CodeMasters games ever. Just look at this line up: *Dizzy*, *Vampire*, *Ghost Hunters* and *Super Robin Hood*; an ideal purchase for any arcade adventure fan which gets an overall score of 80% from Nick. Finally, ***Quattro Sports*** is one for all you sporty types out there. In this feast of fun we have four simulators: *Grand Prix Simulator*, *Pro Ski Simulator*, *Pro Snooker Simulator* and *BMX Simulator*. Providing challenge for any sports simulation fans *Quattro Sports* is great value for money. And the score on the door, Nick? 70%!

LIVE CIRCUIT



HATCHING BATCH

● Also on the cards for an Autumn release is *Gremlins 2 — The New Batch* from **Elite**. **Billy**, his girlfriend **Kate** and the everso cute **Gizmo the Mogwai** are back in this all new adventure. An evil scientist has built a huge skyscraper where he conducts genetic experiments on cute little creatures. Billy and Kate work in this building and the fun really starts when Billy finds his little pal Gizmo in the genetic labs. I won't reveal the whole plot but Gizmo is splashed by water and the **Gremlins** are on the loose again. And remember if your Speccy breaks down you know who to blame!

★ LIVE CIRCUIT

COMIX

It's movie time! Yes, both offerings this month are based on block-busting releases to come. Mark Caswell reports...





TOTAL RECALL

DC Comics, film tie-in, £1.60

● Based on the script for the **Arnie Schwarzenegger** movie *Total Recall*, this comic is about ordinary guy **Doug Quaid** who after continual dreams of Mars wants to move there but finds his wife not keen on the idea. Quaid visits **Rekall Incorporated**, who specialise in selling implanted memories of holidays never actually had.

The dream trip doesn't work out, and Doug finds he isn't Doug at all, but a secret agent name of **Hauser** who worked for Mars Intelligence. A web of defection, termination and double-dealing get Quaid/Hauser to Mars where events come to a volcanic climax.

The plot sounds and is confusing, and even a read of the comic won't sort everything out. This is a case where a film script does not seem to have translated well into the comic format: the actual movie's pace will no doubt hide various holes in the plot — reading the comic is like looking through sieve. Get it if you want to spoil the fun of the real thing...

ROBOCOP 2

Marvel, £3.60 (import)

● **Officer Murphy** is back on the streets of Old Detroit and up against the mastermind behind the most addictive drug ever created. The designer drug is **Nuke**, the criminal genius **Cain**. And with the police force on strike, he and his cult have a field day. Only **RoboCop** is determined to face Cain and tracks him down in his lair but is caught and brutally deactivated.

Meanwhile, efforts to create a RoboCop 2 are floundering in expensive failures, and city councillors are demanding a new image for the cyborgs: RoboCops must be nice!

While Detroit teeters on the brink of bankruptcy, and political shenanigans rage on to privatise it, RoboCop suffers humiliation after humiliation due to reprogramming, until he finally comes to his own self, finds Cain and meets RoboCop 2 for a sensational showdown.

Again based on a film script, this is a much more coherent effort, although the drawing could be better. I think I'd rather wait for the movie!

More comics action next issue!

RAD HOUSE

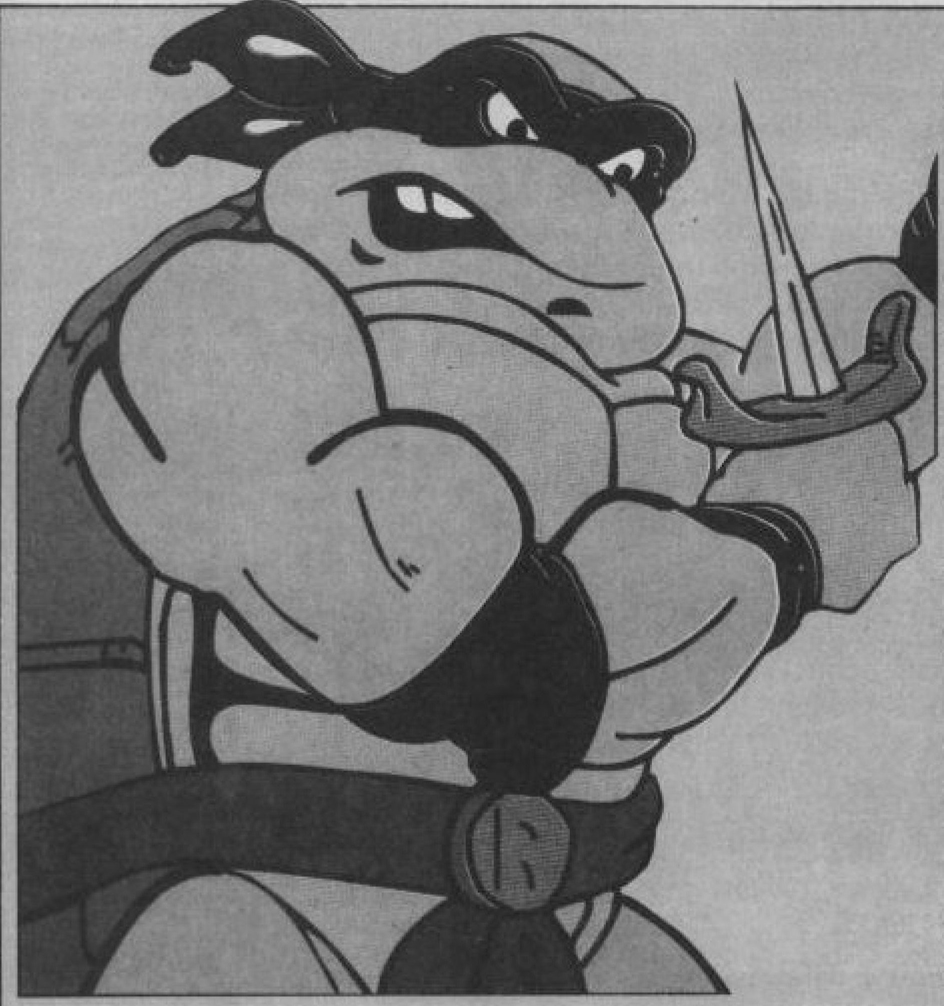
Dear Lloyd
I think the game *Software House* on the CRASH 78 cassette was rad and I wish you would have more games like that in future. How come you always have games on the tape that I've got but never any pokes for games that I've got?!
James Milner-Walker, Petersfield GU31 4NP.

***Software House*, the management style game, received a good reaction from many readers and we shall look at putting other games of this style on the Powertape. How's that for service!**
LM

FAVE RAVES!

Keep sending your entries in for the new Fave Raves **section, as launched last month — here's the first Fave Rave list from** Paul Tempest **from Morley, Leeds. Are these games in your top five? Let us know!!**

1. NEW ZEALAND STORY
Brilliant, cute shoot-'em-up with excellent graphics!
2. ROBOCOP
Easy shoot-'em-up, but a good game.
3. RAINBCW ISLANDS
Brill music and graphics, but not very easy!
4. THE UNTOUCHABLES
Very easy gameplay with superb graphics and sound!
5. OP THUNDERBOLT
Best graphics and very playable — the best shoot-'em-up going?!



TURTLES TAKE SPECCY!

● Cowabunga dudes! The heroes in a half shell are taking the country by storm and **Mirrorsoft** have have beaten off some of the other top software houses to grab the licence for *Teenage Mutant Hero Turtles*. The story should be known to all (unless you've been on the moon for the last six months), but in brief four turtles fell into a sewer and landed in some radioactive slime that changed them into (da da dah daaaa!) **Teenage Mutant Hero Turtles**! Now they're human size and have learned the ways of the **Ninjitsu** warrior from a rat called **Splinter** and given the names of Italian painters. **Michalangelo, Raphael**, **Leonardo** and **Donatello** now fight evil whereever it raises its ugly head, especially their arch enemy **Shredder** and his evil **Foot Clan**. Their other passion apart from biffing bad dudes is eating lots of pepperoni and cheese pizza. Expect to see the game in the late Autumn, and remember: evil moves fast, but good moves faster.


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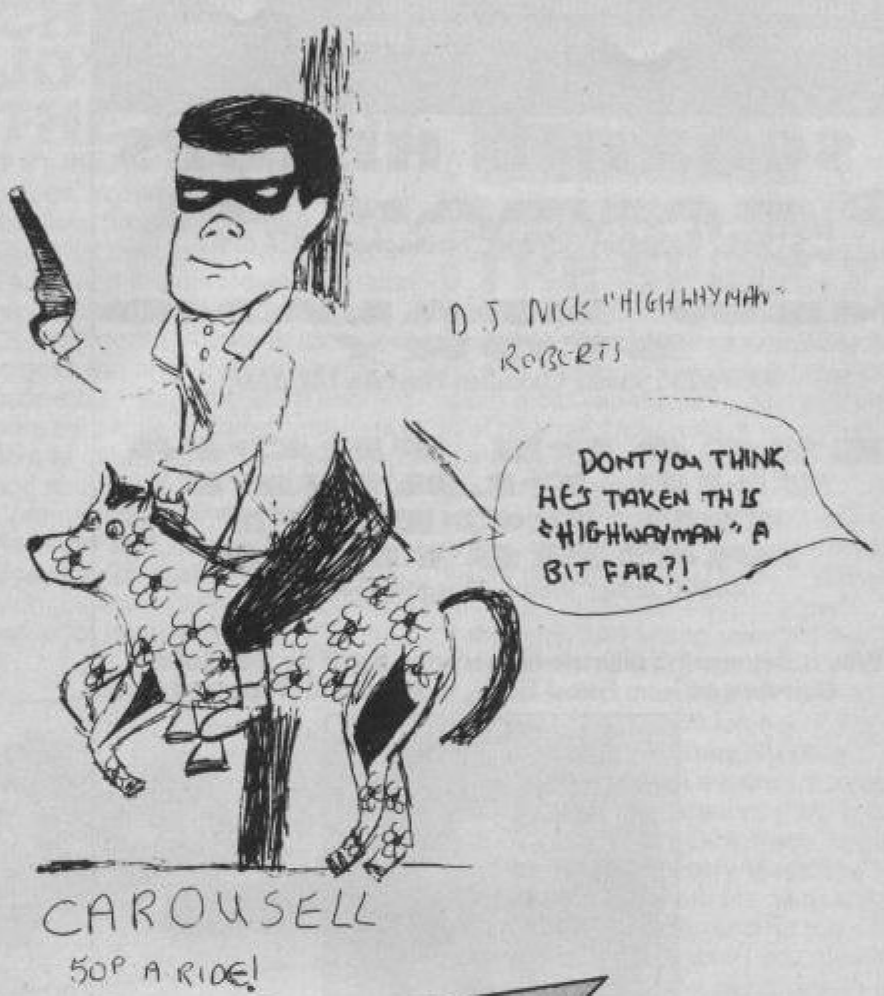
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CARTOON CORNER
IT'S THE CORNER WHERE JAPERY ABOUNDS!

Chuckles aplenty with Cartoon Corner once again, and this month's *guest artiste* is Sally Wildon from Linthorpe, Middlesbrough in Cleveland. Berlimey! This section has become dominated by gurlies! If you reckon your cartoon could raise the roof with chuckles send it to: NEWSFIELD, CARTOON CORNER, CRASH, LUDLOW, SHROPSHIRE SY8 1JW! And if your cartoon is printed you could win a £20 software voucher!!

SOUND OF SILENCE

Dear Lloyd, my man!
I am just about to try a karate lesson on my Speccy. I bought it second-hand in September 1989 and for many months, I had endless hours of fun playing games, then all of a sudden, kerpow!, the sound went completely. Oi, stop laughing! *(Not a titter —**LM**).* I tried umpteen attempts to get it back, but this was in vain. I eventually gave up on it and thought, oh well, I suppose I'll have to play my games minus the sound.

Then, about a month or so ago, the sound returned, but only for one evening, then it shut down once more. Maybe you might know how I can get it back.
Selina Salisbury, Pembury.

Since you bought your Speccy second-hand, I expect you don't have a valid warranty. It looks like a job for a specialist repair shop. In cases like these Video Vault **or** Bentley Computers **are recommended, their advertisements can usually be found in these pages.**
LM

LIVE CIRCUIT

GET YOUR GAME ONTO THE CRASH POWERTAPE!

Got a game you've written and would like us to consider for inclusion on the CRASH cover cassette? Then send it to us with this form! We'll evaluate it and let you know whether it's suitable and how much you'll get for your masterpiece if we go ahead.

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Remember: we will NOT consider your game if you do not enclose this coupon (or a photocopy)!
Send the game and coupon to: NEWSFIELD, CRASH POWERTAPE DEPT, Ludlow, Shropshire SY8 1JW

HI-FIRE!

Gotta high score? We want to know about it! Yes! This is Hi-fire where you can announce your galactic domination to the entire Speccy universe. And what's more, we'll be pulling a name from the hat each month and awarding a high-scoring hero £40 of software!! *Yayyyy!* So play mean and get yourself a high-score and send it, with a photo if possible, to: NEWSFIELD, HI-FIRE, LIVE CIRCUIT, CRASH, Ludlow, Shropshire SY8 1JW. And remember, there's £40 of software to be won every month!!

THIS MONTH'S HIGH SCORING HEROES

ROBOCOP

366650 Stuart Hamilton, Stanley DH9 9JQ.
134500 David Aitken,Kirkintilloch G66 3BS.
90890 Matthew Smith, Wisbech PE13 5PH.

RAINBOW ISLANDS

10669310 A F Sitico, Wigan WN3 5XL
1947710 Steven McCarron, Glasgow G14 9XF.

OPERATION WOLF

690480 Andrew Dungey, Penryn TR10 8QJ.
499498 Vincent Donohoe, Ballytrust, Co.Caran.

MONTE CARLO CASINO

1163000 Martin Cocksedge, Doncaster DN2 1JR.

PACMANIA

214880 Glenn Williams, Workington CA14 2QD.

TURBO OUTRUN

523880 Garry Houghton, Halifax HX3 8UD.

TIMESCANNER

807250 Andrew Sum, Milford Haven SA73 2DZ.

BATMAN 3

619680 Benjamin Gardner, Nottingham NG7 6PR.

NEW ZEALAND STORY

39576235 James Chandler, Hoylake L47 3AU.

ESCAPE FROM THE PLANET OF ROBOT MONSTERS

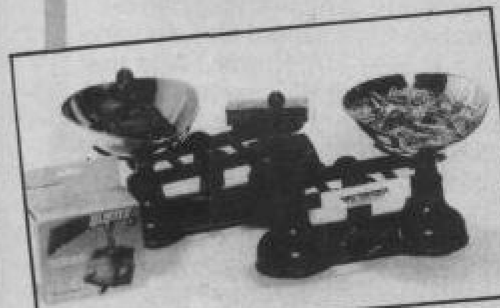
44690 James Wood, Glasgow G40 1JU.

Who is this month's ultimate high scoring hero? It's **Benjamin Gardener** from Forest Fields, Nottingham! **Yippee!**



IT'S THE CHEAPEST JOYSTICK IN THE WORLD!!

● It's the **Konix Megablaster** and indeed, is one of the cheapest joysticks around! Originally a snip at £6.99 it's now even snippier at £4.99, and the microswitch version has price-plummeted to a mere £6.99! Hurrah! 'It's worth its weight in gold, but only costs its weight in paperclips!' says the blurb and here's a piccie of some scales, a couple of Megablasters, paperclips and some gold to prove the point. Commenting on the price drop **Ashvin Patel**, of suppliers **Spectravideo**, said 'The Megablaster truly represents mega-value for money'. Ho ho.





MOVIES ON THE SPECCY!

● Computer/movie tie in news is rife this month. With a reputed cost of 75 million dollars *Total Recall* is the most expensive motion picture of all time. **Ocean** have snatched the rights to this surefire blockbuster where big **Arnold Schwarzenegger** is an ordinary guy with dreams of Mars who finds that he doesn't exist (Erm... Blimey! —Ed) . He's a spy with a wiped memory, and has to return to the red planet to find out why his memory was blanked.

Titus aren't to be left out of the running either, **Disney Studios** have offered them a lucrative deal with two big film licences. The first in October will be *Dick Tracy*, based on the **Warren Beatty/Madonna** movie. **Big Boy** and his gang are terrorising your city, and as the world's most famous PI you must thwart his dastardly plans. So don your yellow raincoat and hat and prepare for the battle against organised crime. Second will be *Arachnophobia* early next year, a city has been infested by a plague of intelligent, aggressive and deadly spiders. As the hero it is up to you to save your family and destroy the spiders. Ugh. Spiders.



NAKED STICK

● **YET ANOTHER** joystick is on the way from **Spectravideo**, but don't tell **Mary Whitehouse** 'cos it doesn't have any clothes on. Actually the **Quickjoy Top Star** has a transparent body, so you can see all the workings. The shaft is a trendy black beast with two red buttons, one under the player's thumb and the other under the index finger. Fast reacting microswitches keep you in contact with the action, and a stainless steel centre shaft makes sure the Top Star takes all the punishment you little monsters can dish out. The Quickjoy Top Star should be available by the time you read this priced £24.95.

FANZINE FRENZY

Dear Lloyd
I've got two problems:
1. I am writing a fanzine and I need games to review. Should I write to software houses for games?
2. Is selling a fanzine without a license illegal, my mum says so but I don't think so.
Stephen Gallagher, Omagh.

Starting a fanzine is a tricky job, but as long as you are prepared to work hard at it there's no reason why anyone should not be successful. However, you will find software houses reluctant to hand out endless free copies

of games until you have produced a few issues off your own back and can indicate your sales figures. It's an uphill struggle, but not illegal.
LM

PROPER SHOTS

Dear Lloyd
I would like to make a point to software companies (**Ocean** and **US Gold**). Whenever they make a Speccy game they usually print **Amiga** or **Atari ST** screenshots on the back of the box. A lot of Spectrum games which cost £10 or more are in black and white. For example: *The Untouchables* (**Ocean**), *Outrun* (**US Gold**), *Batman the Movie* (**Ocean**), and *Turbo Outrun* (**US Gold**). I'm not saying all £10 games are in 100% black and white but a lot of them are. Say someone had a large variety of £10+ games for Spectrum and he wanted to buy **Ocean**'s *Rainbow Islands* for £10, he'll think it's in black and white because the screenshots are not Spectrum, so he probably won't buy it. Now, I've got *Rainbow Islands* and even finished (thanks to *Pokemania* on the Powertape which was stuck on the cover of **CRASH** 76). It's a colourful game when you compare it to the other £10 games on the Spectrum. I hope that software companies in the future will be like **CodeMasters** - who put actual Spectrum screenshots on the case.
Arfan Ul-Maq, Burnley.

The simple answer is just to check out the CRASH reviews and previews for an accurate illustration of what a game actually looks like. The problem for software houses, when packaging games, is that there are so many formats around these days — games are usually released in standard packaging on the Spectrum, Commodore 64, Amstrad CPC, Atari ST, Amiga and PC. And the trend of packaging games in soft-boxes is an expensive one, too expensive for a special box to be produced for each format. Additionally, the packaging is produced ages before the game is released as it is a time consuming job — production of boxes usually begins as soon as some graphic screens are ready to stick on the box. And more often it's not the Speccy shots that are used. In an ideal world screen shots from every format would be included, but sadly, this does not appear to be happening.
LM

Don't forget! Send your letters to NEWSFIELD, LLOYD MANGRAM'S LIVE CIRCUIT, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. You could win £40 of software — if your letter is either clever enough, or silly enough!

AMSTRAD LAUNCH

● As mentioned last month in the Sinclair Survival feature, **CRASH** was invited to Paris recently to witness the launch of new **Amstrad** product. Was a new Sinclair Spectrum launch to be announced? Sadly, not. In September, Amstrad is to launch three new machines, based on the current Amstrad CPCs. There's the **CPC 464 Plus** and the **CPC 6128 Plus** and the big news is that a console, called the **GX4000** will also be available.

Amstrad has taken its existing technology and vastly improved the sound and graphics handling hardware. Games for the GX4000, which are compatible with the two Plus computers, will be released on cartridge format, costing around £20 each. The only game seen so far is **Ocean**'s *Burnin' Rubber*, based on *WEC Le Mans*, and it's a red hot racing game that's very impressive. If you want to complement your Speccy, don't forget to take a look at the GX4000, at £99 including VAT it's a bit of a snip!.

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Cover Design by Oliver Frey

FAIR ENOUGH!

● The **All Formats Computer Fair** looks like becoming a monthly event! The next one is on Saturday September 1, and as always there are bargains a plenty to be had! Featuring a SAM Coupé village, the show opens at 10am and it costs £3 to get in. The place to be is the **New Hall of the Royal Horticultural Society, Greycoat and Elverton St, Westminster, London.**



COMPO WINNERS!

COMPO WINNERS
Are you one of the select few who can call themselves a CRASH winner?! Maybe! Check out the compo results from CRASH 78 — there was heaps of stuff to be won!

Hi-tec Software's Grin And Yogi Bear It compo offered a first prize of a Sony Sports Walkman, a copy of *Yogi's Great Escape*, and a copy of the Yogi video. Who won that? John Kelly, Tamworth B77 2JE **was the lucky chap! Second prize was a video and Hi-Tec's entire range of Speccy games:** Stuart Bentley, Bury St Edmunds IP31 2EE **wins that lot. And the 20 runners-up who each receive a copy of the game are:** James Robinson, Braintree CM7 8DW; Martin Webb, Mexborough S64 0HF; Lee Hawson, Newark NG22 9QY; Robert Skilling, Ightham TN15 9AT; Gareth Dean, Congleton CW12 3PS; Jason Cusack, Cardiff CF3 8NU; R C Goodson, Norwich NR16 2AP; Duncan Gammon, Knighton LD7 1PE; Russell Haywood, Stoke on Trent ST3 6BJ; Dominic Clung, Manchester M6 6JX; Gareth Keay, Wrexham LL14 3UT; Chris Plastow, Nottingham NG2 7EG; Chritopher Heggie, Coventry CV6 4HG; Anna Burke, Birmingham B19; David McLoy, Shotton Colliery DH6 2LN; Ian A Yates; Clitheroe BB7 2AZ; Alex Hughes, Aldridge WS9 0JP; Adam Wall, Downham Market PE38 9RP; Mark Stevens, Yeovil BA20 2BB; Nicholas Southorn, Leamington Spa, Warks.

Scetlander offered ten copies of the educational game *Hooray For Henrietta* for the most deserving cases. The 10 winners are: D Lessels, Aston, Sheffield; Shane Buckle, High Wycombe HP13 6YA; Dwayne Wood, Cleethorpes DN35 8JN; Terri-Louise Graham, Londonderry BT47 3SN; Anthony Keay, Hartlepool TS27 3PB; Victoria Clarke, Leeds LS8 4AQ; Emeys & Nia Raymer, Newtown SY16 1HX; Ruth, Carms SA32 7DR; Tamara Nevill, Stafford ST17 9LG; Liza Grant, Edinburgh EH13 9PX.

The compo that brought the most response was Ocean's It May Be Midnight But I can't Resist It compo. The first prize was a brill portable colour television and a copy of *Midnight Resistance*. The winning name plucked from the hat was B Clark, Havant PO9 5TA. **Hurrah! And the 20 runners-up who each receive a copy of the game are:** Ian Yates, Clitheroe BB7 2AZ; Adam Rogers, Stone ST15 8DX; Helen Wright, Guisborough TS14 7BT; Simon Walsh Atkins, Coventry CV5 7QF; Tim Waters, Laughton E.Sussex; K Milner, Barnsley S74 8EA; Nick Rose, London SW19 4PF; Simon Penfold, Blackwood NP2 1GD; Keith Tutt, Eastbourne BN23 6EH; Paul Mathieson, Liverpool L7 0HT; Martin Gibbs, Oadby LE2 5YA; Stuart Welsh, Glasgow G14 9JR; Adam Dickson, Freddeton PR4 1YQ; Leslie Balfour, Barrow-in-Furness LA13 9BL; Christopher Smith, Chelmsford CM2 9HG; Stuart Tolmie, Airdrie ML6 6NR; Adam Thompson, Newbiggin-by-the-Sea NE64 6XB; Jim Haywood, Cannock WS12 5XZ; Graeme Kennedy, Greenock PA16 9HS; Philip Martin, Middlesborough TS5 8UD.

CRASH gave away posters too! Crazy Croucher's Poster compo offered A2 posters of Mel Croucher. Those daft enough to enter and win were: Dean Hayes, London E4 9EJ; Richard Morgan, Market Drayton TF9 3NY; Finimo Kieribo, London E9 6AN; Andrew Nevill, Stafford ST17 9LG; L Sharp, Maryport CA15 7DN; Neil Haynes, Beaumaris LL5 88SY; Russell Croyley, Wairn IV12 4TP; Anthony Brown, Cottenham CB4 4SW; Geoffrey Mayle, London SE14 6LF; M Coffey, London SE18 1LA; Graham Cormode, Maidstone ME15 9RW; Christian Gleeson, Norwich NR10 3QY; Nicholas Pettigrew, Huntingdon PE18 8QS; Colm Andrew, Broadbottom Cheshire; Lawrence Pycock, Maidstone ME17 4QB; Paul & David Spencer, Romsey Hants; Tommy Vanner, Lisburn BT28 3EB; David Underhill, Titchfield PO14 4EU; Matt Taylor, Balcombe RH17 6AF.

Don't miss any CRASH compos — you too could soon be a lucky winner of a fab prize!!

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PREVIEWS

Just as those lazy, hazy summer sunshine days come to an end, get a taste of the autumn action with CRASH as we delve into the future games heading for the Speccy! It's a bloomin' previews extravaganza!

FIGHTING FIT

BATTLE OF THE BULDGE

No, this isn't the latest **Jane Fonda** video or a comment on **Nicko**'s weight, but the next **CCS** strategy game. *Battle Of The Bulge* is a one or two player game simulating the epic Allied/German struggle on 16th Dec 1944 when three German armies attacked a weak section of the Allied line in the Ardennes. Combatants can command either side in a game featuring hidden simultaneous movement, air and artillery phases, bridge construction and demolition, weather and supply restrictions. Members of that hardy breed which enjoys strategy games can look forward to another game swelling the ranks any time now.

Full review next issue...





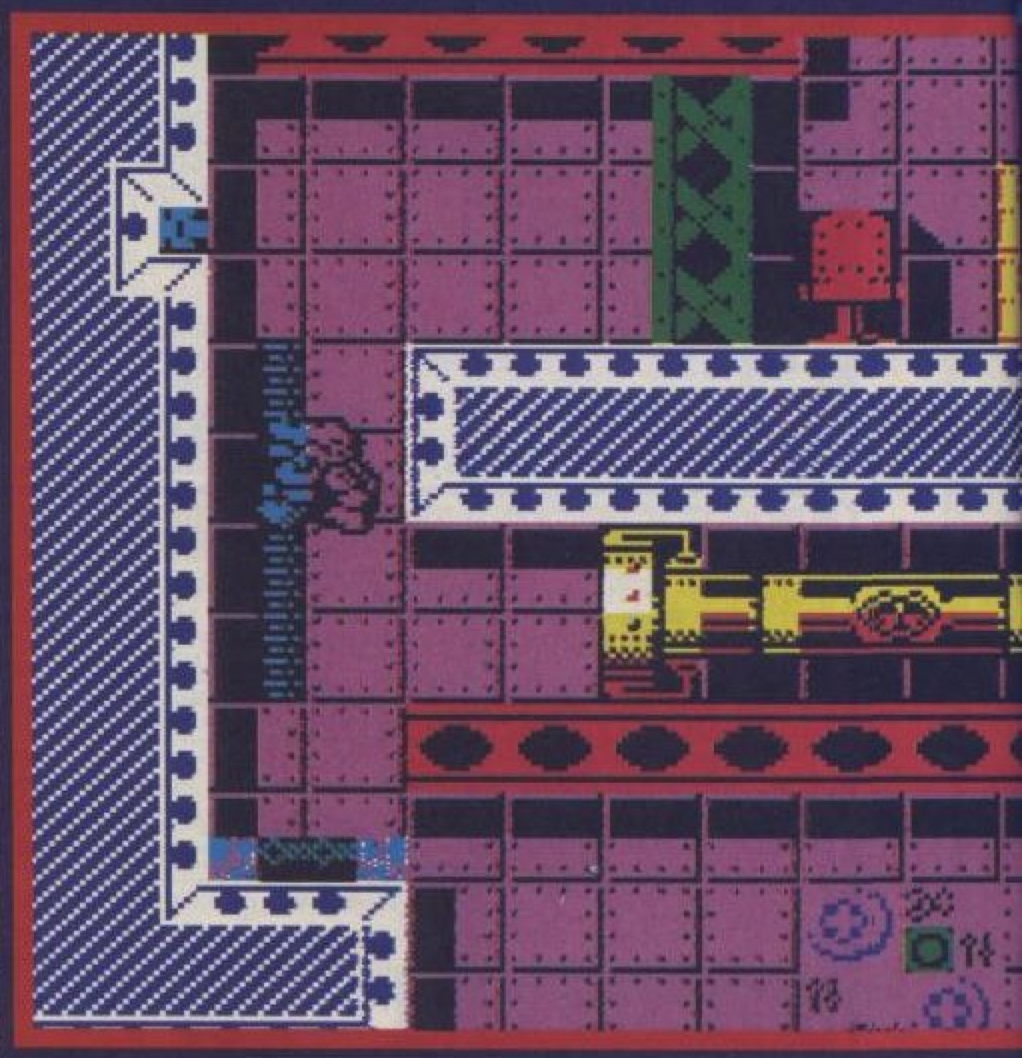
RICK GOES BARF!

RICK DANGEROUS II

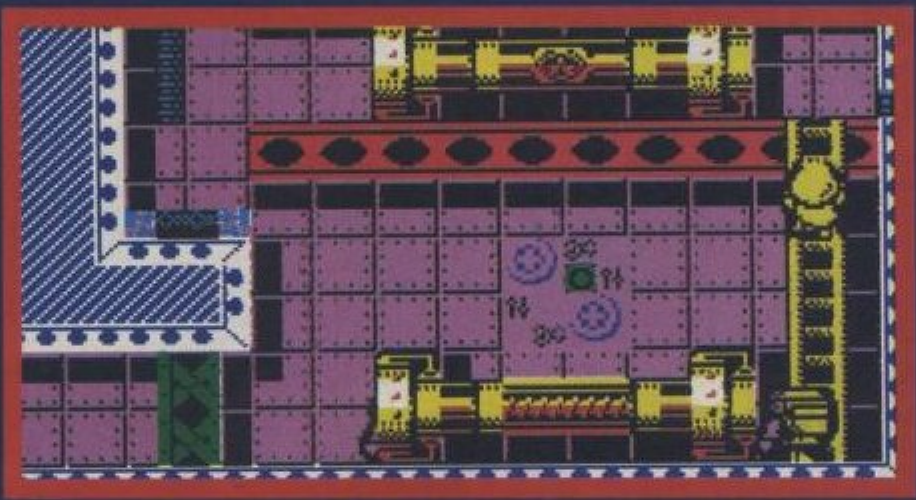
He's back with a flash! It's the return of the ever heroic **Rick Dangerous** in, erm, *Rick Dangerous II*. His new platform action adventure takes Rick from Earth into the planet **Barf** through five levels of traps, puzzles and action with the goal of stopping the alien invasion of Earth! Cripes!

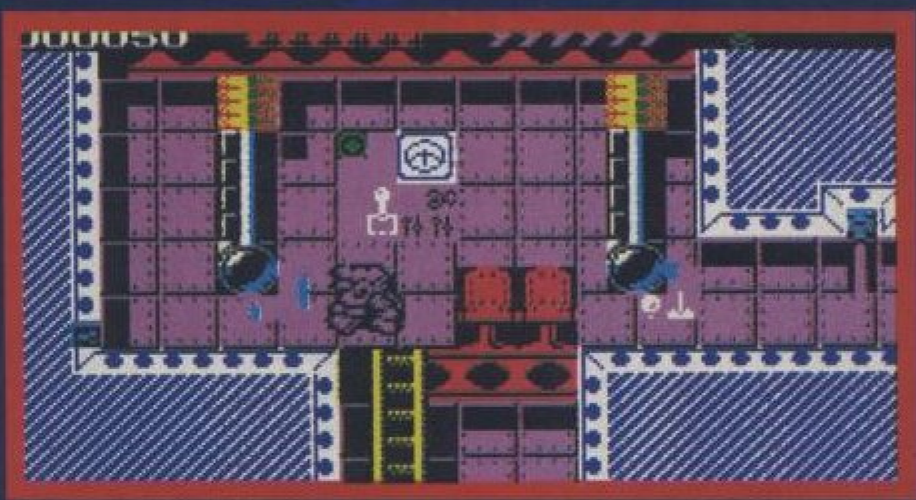
Beginning in Hyde Park, London, Rick leaps aboard an alien spaceship (a normal occurence in the West End), hot-wires it and heads for Barf. On Barf the action takes Rick through the ice kingdom of **Freezia**, the forests of **Vegetablia** and to the mud mines under the **Barfalatropalis Citadel**. The final level is actually inside the Citadel and it's a battle against the clock to send the planet Barf on a crash course with the sun! That's not all, he also has to disable the alien ships heading for Earth and find a craft to take him to safety!

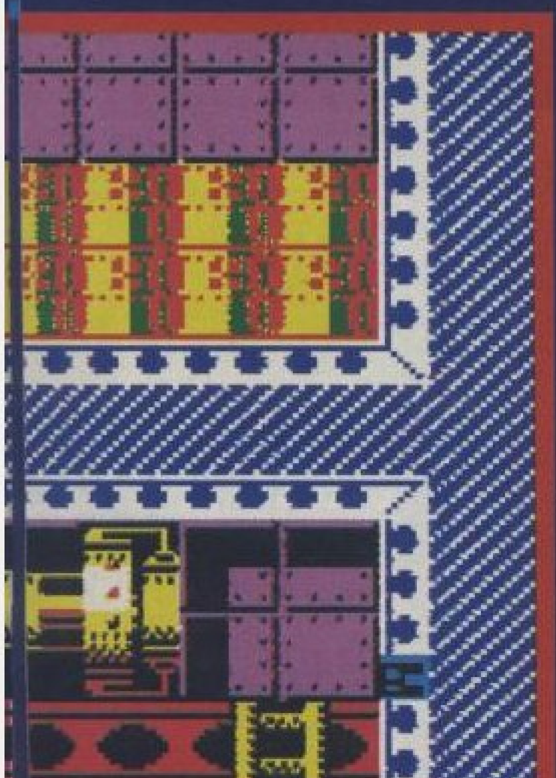
Creators of the original, **Core Design**, are back on the case and promise a game with a lot more features than the original. The levels are more varied with horizontal and vertical scrolling sections, there are hordes of different aliens to thwart



and the backdrops are more impressive. Also, the player can access any of the first four levels from the beginning of the game to practice, but to play level five and complete the game all levels must be played through. *Rick Dangerous II* is swinging into a shop near you in October on the **MicroStyle** label. And guess what? It's even more addictive than the original! (late nights, ahoy!)!







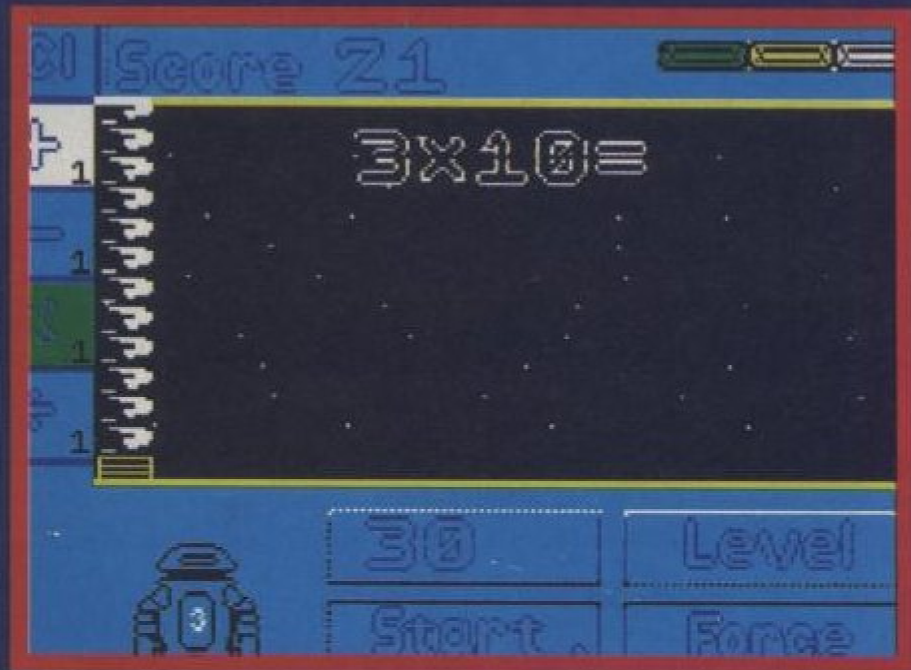
SUM HOPE

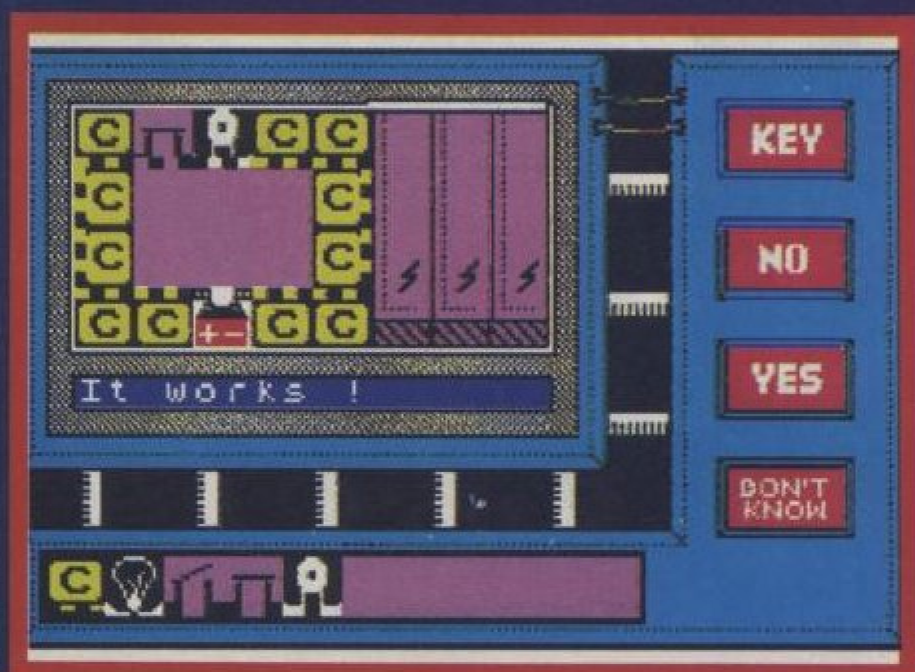
● FUN SCHOOL 3

It would appear learning is back in fashion! **Database Software** is soon to release *Fun School 3*, a follow up to its two previous packs which were the only educational games to enter the software charts!! So, how does Database manage to create educational software which can prove popular? The answer is in the programmer — *Fun School 3* is currently being developed by an arcade games programmer (no names, no pack drill) who's aim is to make the package as entertaining as possible. From the disks we've seen so far it looks like a successful idea — it's packed with graphics, most animated and it's very user-friendly.

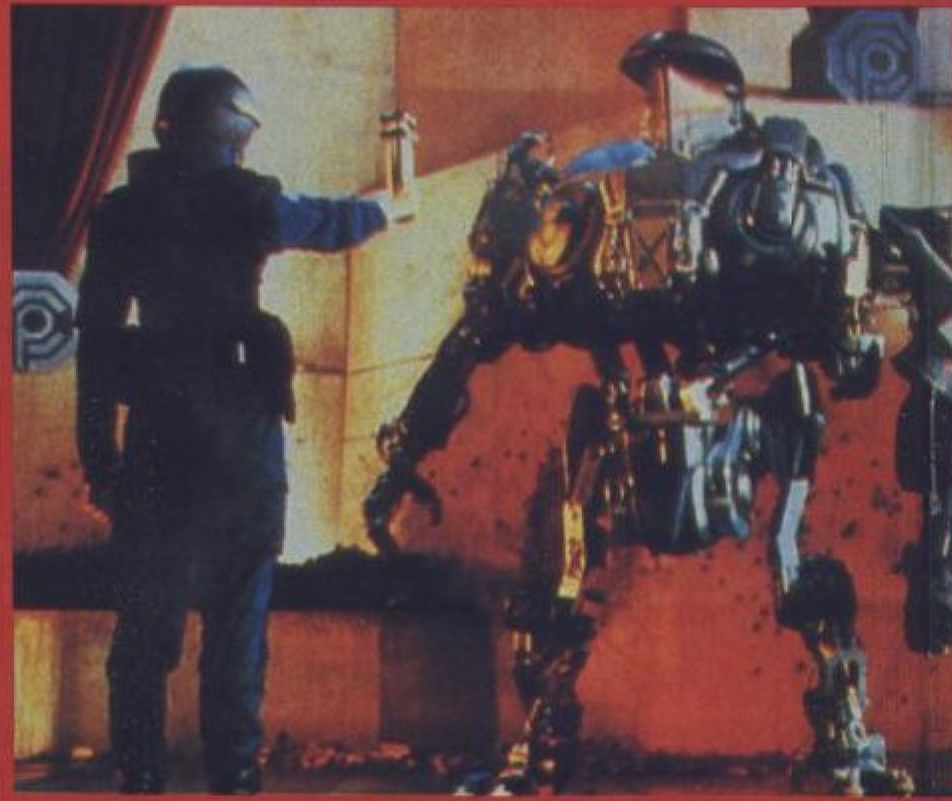
Fun School 3 is appearing in three different packs, each designed to appeal to different age groups: *Under Fives, Five to Sevens* and *Over Sevens*. Each pack features six different games, each tied to project work on the **National Curriculum**. *Under Fives* offers *Counting, Matching, Teddy* (an action game), *Gallery* (an identification game), *Alphabet* and *Farm* (a decision making game). For the *Five to Sevens* is *Collect* (a sum building game), *Electricity, Time, Journey* (map reading), *Toyshop* (a money game), and *Funtext*. Finally, the *Over Sevens* get *Planetary Maths* (a mathematical shoot-'em-up), *Wordsearch, Database* with built-in quiz, *Logo* (a graphics language), *Treasure Search* (map reading) and *Sentences* to improve sentence construction. All three packs of *Fun School 3* will be in the shops at the end of September retailing for £12.99 on cassette and £16.99 on disk.







MEAN METAL MUTHA!



Rougher, tougher and better than ever before, the future of law enforcement is back on the beat this autumn in RoboCop 2. The mean, metal mutha takes to the movie screen in October, and Ocean is following up with a game that's destined to be a smash hit!! Richard Eddy grabbed the world exclusive preview!

● ROBOCOP TWO



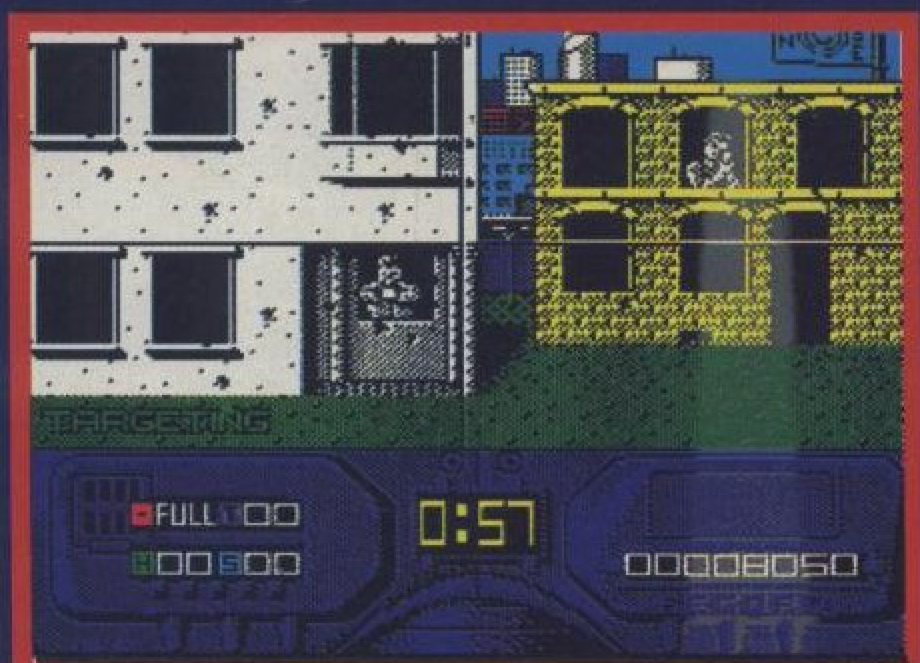


Robocop the game, is the best selling computer game of all time — it was the longest running number one and, nearly two years after release, is still in the Speccy charts at number ten. How do you top a game like that? That's the problem for Roboprogrammer **Andrew Deakin** who's currently beavering away bashing out binary bits to bring the most eagerly awaited game to life.

Based on the film *RoboCop 2* the action brings us double trouble in the shape of a brand new model of RoboCop, built by the **OCP Corporation**. Looking like a hybrid of **ED209** and RoboCop, RoboCop Mk 2 is an 'improved' machine which does not possess any emotional humanity, as the original does — resulting in Mk 2 being easily manipulated by the criminal element within OCP.

RoboCop is joined by his partner from the original movie, **Anne Lewis**, and they're both back on the streets of **Old Detroit**. The futuristic metropolis is in a worse state than ever before: the human cops are on strike, resulting in the city being plunged into chaos as **Nuke**, a designer drug, takes over giving the drug barons control of society. The





job of keeping the streets clean falls to RoboCop and a team of loyal officers, with the ultimate objective of tracking down the biggest drug baron **Cain** and destroying the new RoboCop.

ROBOACTION

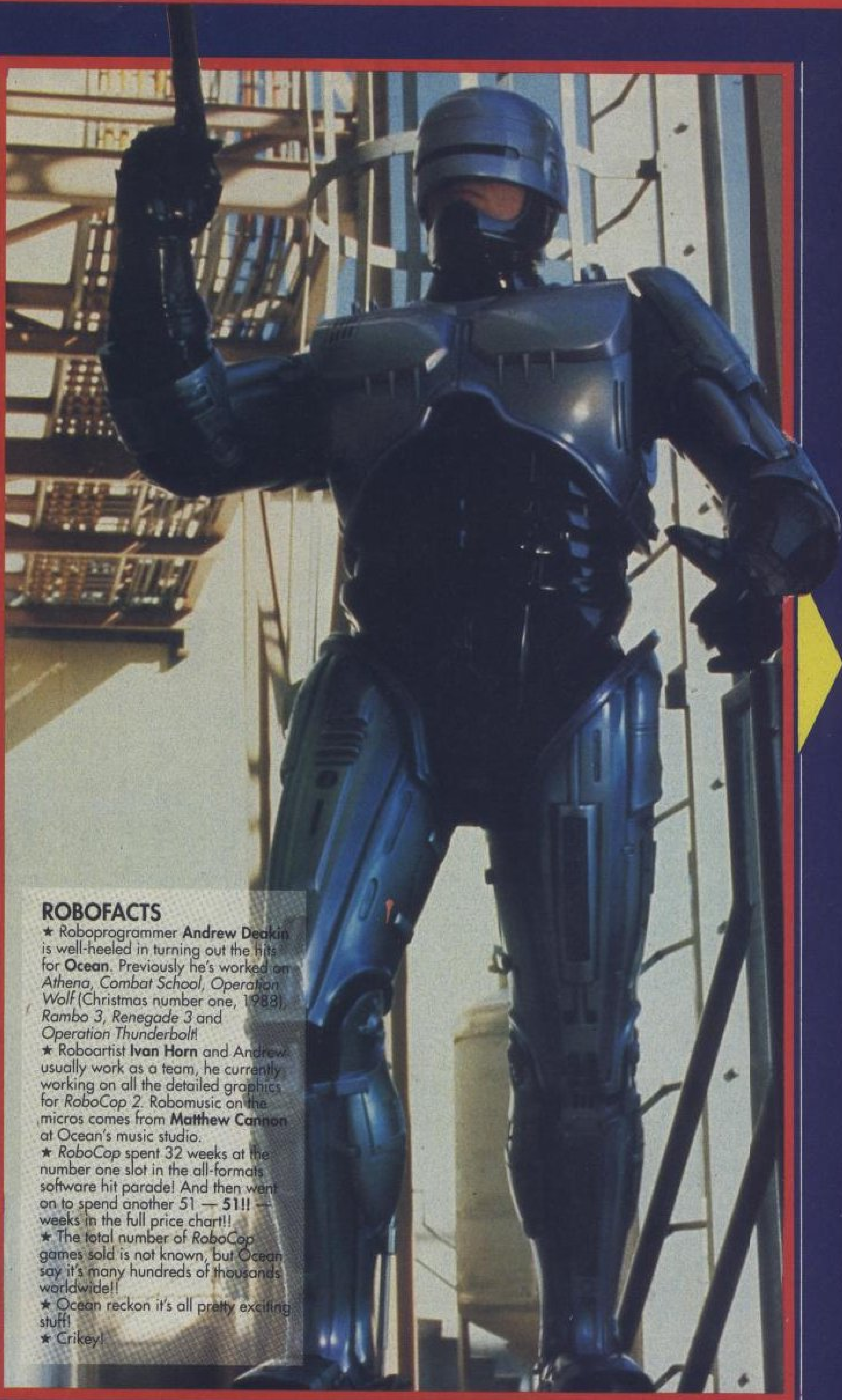
Seven levels of arcade action are packed into *RoboCop 2*, and it's essentially a shoot-'em-up but, like the film, there are loads of new ideas and aspects involved. As the movie's director, **Irvin Kershner** said in a recent interview with **FEAR** magazine, 'Man versus machine is a time honoured myth... but it's unusual to find it in the same character.' Hence, within the game two levels are dedicated to a mind game where RoboCop tries to find his own, and his wife's, identity.

Programming started in June and the majority of the gameplay was originally taken from the script and extra touches, to capture the feeling of the movie, were added after Andrew and graphic artist **Ivan Horn** had seen the film. And what have they come up with? Well, it goes something like this...

Level one begins in a sludge factory, with gameplay like the original as you control RoboCop stalking the platforms and walkways of the factory blasting enemies to smithereens. The one big difference over the original is that you can move freely around the map of the building; in *RoboCop* you had to follow a planned route. The objective is to search through the building to find the entrance to the Nuke factory.

After the trigger work in level one, level two is the first of the puzzle games where you help RoboCop find his own identity. Back to bullet pumping thrills with level three in a shooting gallery to improve RoboCop's aim and reactions — essential for level four. Set inside the **Tokuguwa Brewery**, it's another section of locate and destroy — battle past the armed guards to locate and destroy the Nuke drug store.

More mental metal agility in level five, the second puzzle element as RoboCop tries to discover his wife's identity. After passing through another trial in the shooting gallery the seventh, and final, level is set in the **Civic Centrum**, a building constructed by OCP. The place is crawling with deadly Roboguards matching RoboCop in strength: it's a tough path to the final showdown against RoboCop's ultimate enemy RoboCop 2 — there isn't room for two RoboCops in Old Detroit! And that's it — so far. The *RoboCop 2* project still continues at **Ocean**. Robocop's clunking metal feet hit the beat on your streets in November and **CRASH** will be following the progress over the next couple of months. Is this game going to be the number one at Christmas? You bet your can of baby food!



ROBOFACTS

★ Roboprogrammer **Andrew Deakin** is well-heeled in turning out the hits for **Ocean**. Previously he's worked on *Athena, Combat School, Operation Wolf* (Christmas number one, 1988), *Rambo 3, Renegade 3* and *Operation Thunderbolt*!

★ Roboartist **Ivan Horn** and Andrew usually work as a team, he currently working on all the detailed graphics for *RoboCop 2*. Robomusic on the micros comes from **Matthew Cannon** at Ocean's music studio.

★ *RoboCop* spent 32 weeks at the number one slot in the all-formats software hit parade! And then went on to spend another 51 — **51!!** — weeks in the full price chart!!

★ The total number of *RoboCop* games sold is not known, but Ocean say it's many hundreds of thousands worldwide!!

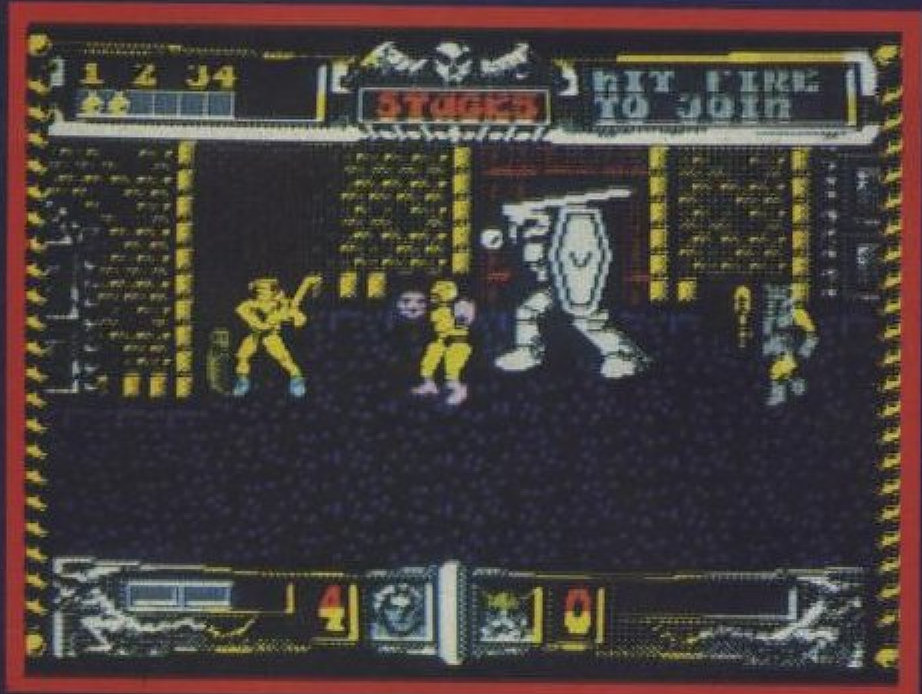
★ Ocean reckon it's all pretty exciting stuff!

★ Crikey!

MYSTIC BATTLES

● GOLDEN AXE

In days of old when Knights were bold and Speccys weren't invented, heroes had names like **Axe Battler**, **Tyris Flare** and **Gillius Thunderhead**. And in that age in a magical kingdom lived an evil lord called **Death Adder** (no relation to **Edmund Blackadder**) noted for his vicious ways.



The power of the Kingdom is maintained by the **Golden Axe**, a magical weapon which Death Adder has pinched! Evil creatures and mythical beasts invade the Kingdom wreaking havoc. Enter not one, but three likely candidates, Axe Battler the Barbarian, Tyris Flare the Amazon and Gillius Thunderhead the Dwarf. All have lost loved ones to this vile lord, so all are after revenge. Choose one of the terrible threesome and prepare to feed the crows with the carcasses of some very nasty creatures.

Golden Axe is a multi-level beat-'em-up where our hero must use his/her own fighting style and magical powers to defeat the forces of evil. Axe carries a huge broadsword, Tyris also carries a sword and Gillius wields a double bladed war axe. Each character is capable of a wide range of fighting moves, including a groin crunching kick, a vicious head swipe and a mighty lift and powerful throw that looks ridiculous when Gillius lifts a giant! *Golden Axe* is one of the most playable and thrilling combat games in the arcades and has been a hit on the **Sega** console — let's hope the Speccy is in for a treat when **Virgin Games** release it this autumn.



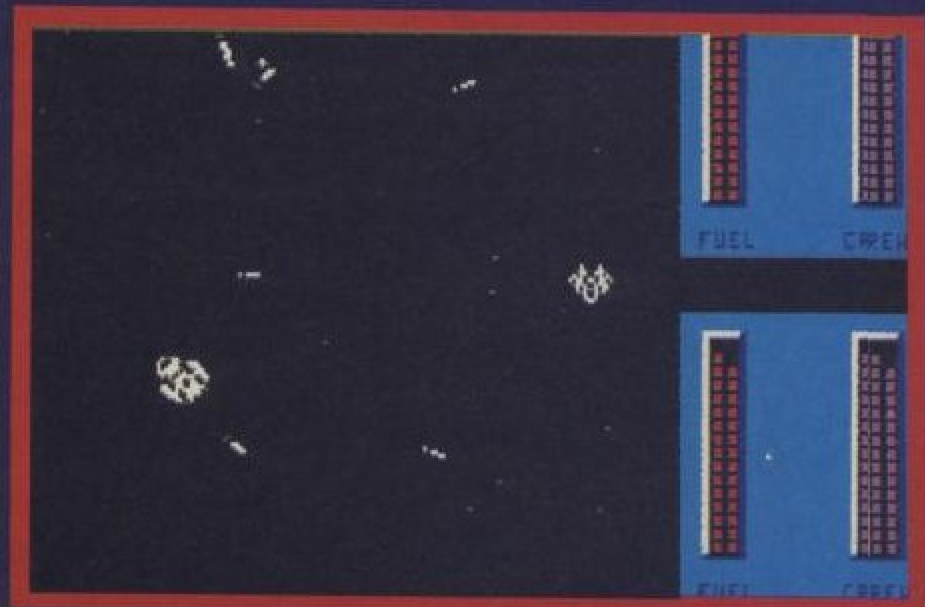
OCEAN OF TERROR



● NIGHTBREED

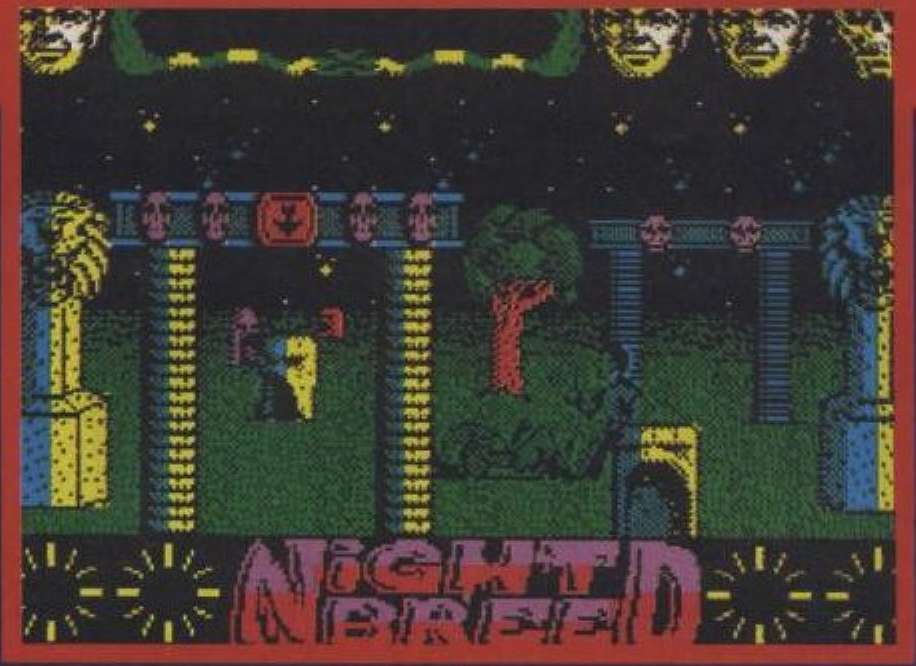
Ever heard of **Clive Barker**? He's an author, director and generally considered to be a bit of a Top Dog in the spooky world of horror movies. His latest film, called *Nightbreed* is about to become a game from **Ocean** really soon — you may remember we reported on the filming of the movie in June last year. The action is set in the necropolis of **Midian**. Created hundreds of centuries ago it was a refuge for mutants and outcasts from the human race, located in the prairie lands of Alberta, Canada. Eventually forgotten, Midian became a legend as far as the human race was concerned. Then **Boone** appears on the scene. Convinced, by his psychiatrist **Dr Decker**, that he has committed a series of murders Boone seeks refuge in Midian. Bitten by a mutant, Boone becomes one of the **Nightbreed**. Hot on his trail is Dr Decker, girlfriend **Lori**, a cop obsessed with his capture and a killer committed to his destruction.

ALIEN ENCOUNTER



● STAR CONTROL

After the fast paced racing action of *Test Drive* and *The Cycles*, **Accolade** are entering into the world of galdactic domination. *Star Control* is a one or



Now humanity has discovered Midian's location it's intent on its destruction. So, for once, it's us humans who are the xenophobic baddies and Boone and the rest of the Nightbreed who are the hopeful heroes.

Ocean have turned the film into an action combat game with the player controlling Boone. Spread over three levels, beginning above Midian in a graveyard, the first job is to collect keys to access the other two levels — Midian itself and the dungeons in the bowels of Midian. No easy feat — the playing area is huge (a side-on view, flip screen) and many of the routes are dead ends. You can walk Boone through each screen and, if a route up or down the screen is available, there are pillars or doors marking the turning point.

It's not only the humans you have to battle with in the game, also on the attack are the **Beserkers**, a particularly nasty bunch of mutants — they'll kill anything: humans, other mutants, each other. Now unleashed by **Mask**, the psychotic alter-ego of Dr Decker, the Beserkers are on the rampage. Each screen is patrolled by at least one opposing force, and as the player travels down into the deeper and more sinister labyrinths of Midian the forces are bigger, uglier and tougher.

To begin with Boone fights the mutants in unarmed combat, but as you explore further into the huge mappable playing area, weapons such as guns and flamethrowers can be collected so it becomes easier to bump off any attackers. Watch out though: Beserkers are a cunning lot and occasionally belt through the scenery and whip the weapon straight from your hands!

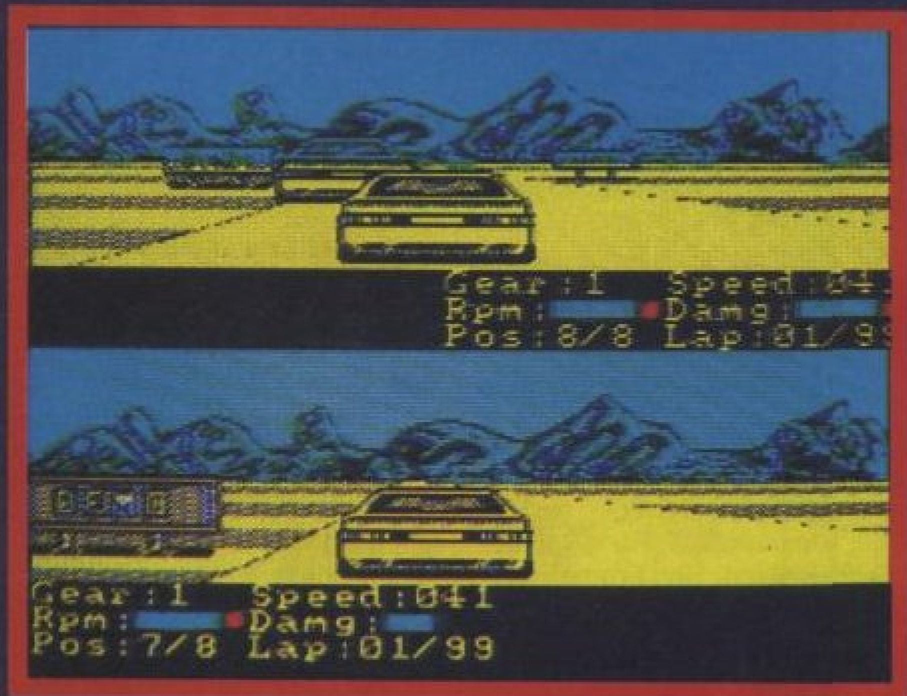
With the objective of destroying Mask and his followers, not forgetting to rescue Lori in the process, **Ocean**'s *Nightbreed* is packed with action and will hit the streets in September.

two player game in which the **Alliance Of Free Stars** is being threatened by the **Ur-Quan** hierarchy, a bunch of nasty alien types who enjoy nothing more than making everyone's life a complete misery. Each player chooses his/her side and then decides to go for **Melee** mode which is full blown war where both sides go at it hammer and tongs until only one fleet is left intact, or the less violent **Strategy** mode where every move has to be carefully planned (and then blow the pants off the enemy, hah!). Whichever mode you choose *Star Control* promises to be violent fun all the way, and may the best life form win.



READY TO REV





●LOTUS TURBO ESPRIT

Under starter's orders by the chequered flag is **Gremlin**'s forthcoming race-'em-up called *Lotus Esprit Turbo Challenge*. Promising to be an extremely fast and smooth racing game, *Challenge* features two Turbos racing against each other on a split-screen view with up to 20 other computer-controlled opponents to beat!

Choose from three levels of difficulty — the easy level features seven races, medium features ten tracks and there are 15 tracks to belt around on the hard level. Each of the 32 tracks are different in their construction with massive hills, valleys and vicious bends making up the race circuit. The ultimate aim is to qualify for the Lotus License — achieved by winning the championship on the hardest level. You and a mate can race simultaneously, or if you're on your lonesome, you can play in one-player mode — whatever the case you have to be in the first ten across the finish line to be able to compete on the next circuit. Start revving your engines 'cos *Lotus Esprit Turbo Challenge* is on its way this autumn.

Well, if that lot haven't got you drooling with anticipation, just wait for next month: Autumn is here and (glug) Christmas looms — a games bonanza no doubt awaits!

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67 Four fascinating games on tape! Metabolis (Gremlin)! Nonterraqueous (Mastertronic)! Mountains Of Ket (Incentive). Ultimate Warrior (Powertape)! Plus a Maze Mania playable demo! INSIDE: Magnum Force — what's the new light-gun like? Special Dizzy map!

68 Four freaky games! Rockman (Mastertronic)! Temple of Vran (Incentive)! SuperSleuth (Gremlin)! Sceptre Of Bagdad (Atlantis)! INSIDE: Tusker's hunt for the Elephants' Graveyard! Tips and a Rick Dangerous Map special!!

69 Four flippy games on tape!! Super Soccer (Ocean), Zanthrax (Powertape), Delta Wing (Mastertronic), The Final Mission (Incentive)!! INSIDE: System 3's new duo! The Defender Light Gun explored! Plus all the action and heaps of tips!

70 Four fun games on tape! Pogo (Ocean)! Sam Stoat (Gremlin)! Chiller (Mastertronic), Action Farce II (Powertape)! INSIDE: Arcade action! Comix! Football poster! More Rick Dangerous mapped!

71 Six smashing games on tape! Cosmic Wartoad (Ocean) Super Stuntman (CodeMasters)! Incredible Shrinking Fireman (Mastertronic)! Locomotion (Mastertronic)! Deja Vu (Powertape)! HyperLane (PowerTape)! INSIDE: CD on the Speccy preview interview! Mel Croucher checks out the SAM Coupé and tells us about writing a manual! Tips, Jetman and loads more!!

72 Five fantastic games on tape!! Split Personalities (Domark)! Dizzy II Special CRASH Edition (CodeMasters)! Winter Wonderland (Incentive)! Action Biker (Mastertronic)! Stars & Stripes (PowerTape)! INSIDE: Bo Jangeborg interview! Dizzy — are the Oliver Twins completely potty?! Plus tips, reviews and loads more!

73 Four fab games on tape!! Eskimo Eddie (Ocean)! Apache Gold (Incentive)! Jason's Gem (Mastertronic)! Egghead (Powertape)! Plus Pokemania! INSIDE: Speccy CD system tested! Arcades! All the games and action in Live Circuit!!

74 Four frog-like games on tape!! Gilligan's Gold (Ocean)! 1985 (Mastertronic)! Karyssia — Part I (Incentive)! Mission Fallout (PowerTape)! INSIDE: The Sam Coupé — the complete guide to the super Speccy — four page special!!

75 Four Froody games on tape!! Master Blaster (Cybadyne)! Rockfall (Powertape)! Karyssia Part II (Incentive)! Breakpoint (Powertape)! INSIDE: Rad new-look issue! The CRASH readers' awards ceremony — all the stars, all the winners! S'amazing — the Coupé disk drive arrives! DJ Nicko with the Ghouls 'n' Ghosts map!

76 Four flappy games on tape!! Scuba Dive (Elite)! Nuclear Countdown (Atlantis)! Karyssia Pt III (Incentive)! Surface Tension (Powertape)! INSIDE: Adventure special — what are adventure games al about?! Arcade action! Pick of the post with the SAM Forum!

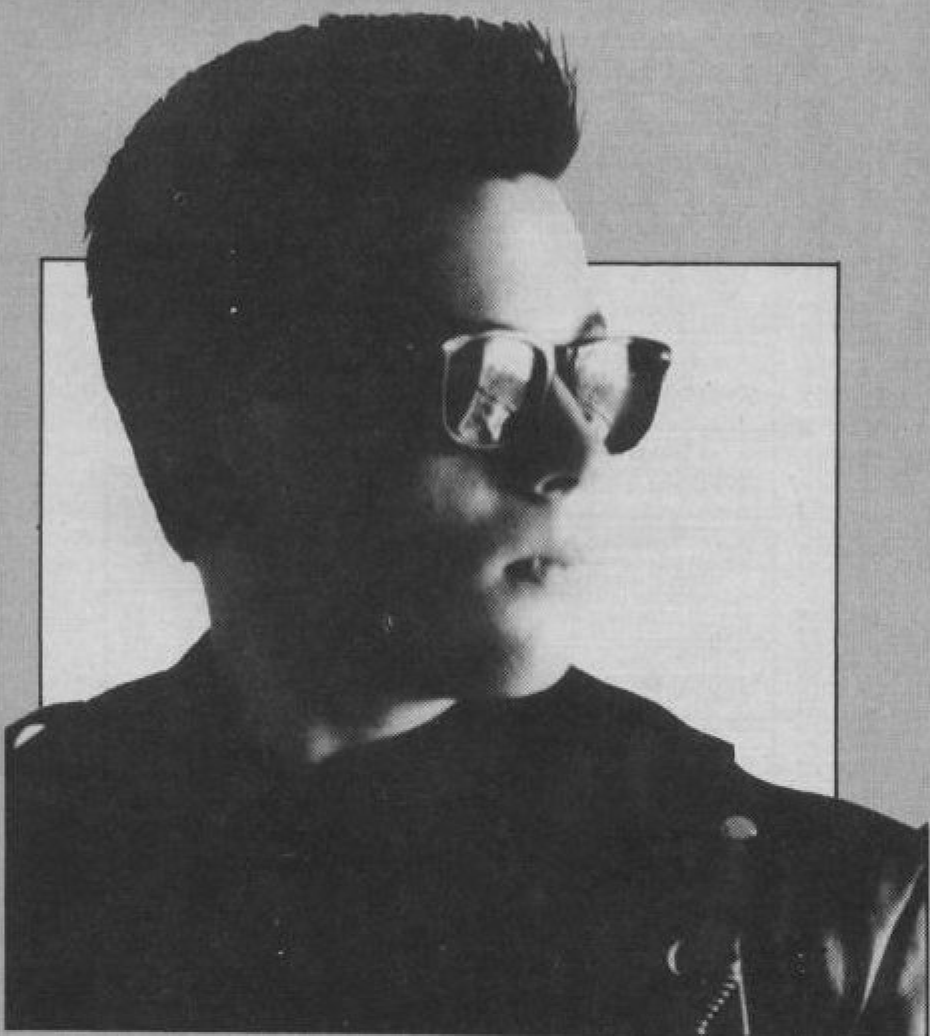
77 Four flippy games on tape! Fat Worm Blows A Sparky (Elite)! Alpine Games (Atlantis)! Kenshu (Cult)! Doomskulle (Powertape)! PLUS: FREE WHAM Chew bar!! INSIDE: Fun with WHAM bars Coupé news and views! Tips bonanza! Mapped! Dan Dare 3 and Garfield, tips for Dizzy III.

78 Four freaky games on tape! *Survivors* (Atlantis)! *Jungle Trouble* (Elite)! *Cosmic Chaos* (PowerTape)! *Software House* (Cult)! PLUS!! Two FREE Tangy chew bars! PLUS!! Mel Croucher's Computer Fun Line on cassette!! INSIDE: Part one of the Speccy history feature! Chuckles a plenty with the chew bars! Plus tips, SAM stuff and loads more!

79 Four fine games on tape! Gladiator (Domark)! Satcon (Atlantis)! Assassin (PHS)! Deja Vu — The Remix (Powertape)! PLUS: Ruff 'n' Reddy — playable demo! PLUS: Pokemania! INSIDE: Part two of the Speccy history! Rainbow Arts' Apprentice preview feature! Tons of tips! The first SAM Coupé game reviewed! And lots more!

Nick's PLAYING TIPS

How were your hols then? I had a great time on mine. It was like acting out the script to *'Carry On Camping'*! There is nothing more refreshing than putting up a tent in the rain. We've made it around to September once more. There are lots of tips about this time of year too. This issue is overrun by stuff on *Hammerfist* with the rest of the solution and some tips on the game. There are also some handy hints on *Sim City* and a great map of *Snoopy* for you to ponder over. An extra bonus this issue has come from a happy little hacker: he's sent in a few POKEs for all +3 owners out there who bought the lightgun package. Enjoy this feast of fun...



CHEEKY CHEETS with MC Nicko!

Ooo arr, it be the old Cheeky Cheets again with some really loveerly stuff for you to 'av a look at...

IMPOSSAMOLE
When you get a high score type in the following...
OUCHOUCH - to stop you dying in water
HEINZ - gives your weapons power up
COMMANDO - you never need reload again
LUMBAJAK - don't worry about your energy now
(Robert Mattin)

TREASURE ISLAND
Press pause and then unpauseto get to the beginning of the next level.
(John Fothergill)

RAINBOW ISLANDS
If you collect the coloured diamonds in this order: red, orange, yellow, green, blue, indigo and violet. When you get to the guardian of the island you're on a trap door will appear, go down it and there will be a room with loads of long lasting potions in it.
(Jonathon Howells)

SIM CITY

Here are a few pointers for that highly addictive new game, *Sim City*. I loved building all the roads, houses, etc. The only trouble was that no people would live there! Fussy so and sos! Nick Pirie **from Flamstead nr St. Albans is the man to thank for this. He would also like to plug his mate's bulletin board so... tough. Oh, alright then. For all you modem buffs it's called** Resolve Comms **and can be reached by anyone with a modem on 0582 83 2653.**

1. First put a port and a power station right next to each other on the coast. This will save on electricity cables.
2. Then put lots of industrial areas adjoining the port.
3. On an island, cover it almost exclusively with residential areas. Then surround them with parkland. Put a police and fire station at the top. Build a stadium near the top.
4. Build the main residential area the opposite side of the screen to the industrial areas so that there is not much pollution.
5. If a fire occurs in the area, bulldoze the surrounding debris to stop the fire spreading.
6. Don't build an airport until you are well into the game.
7. Set the tax level at about 5%.
8. Build about three commercial areas for every four residential ones.
9. Build a lot of roads connecting the three types of area.
10. Build a railway network all the way around the industrial zones.
11. Check everything has adequate power. If you start getting blackouts, then build another power station and check the powerlines have not been damaged.
12. Nuclear power stations cause less pollution than coal.
13. Build about one police and one fire station for every eight blocks.
14. If the people demand something **GIVE IT TO THEM!**
15. Don't worry about heavy traffic if you're low on cash. If you have an abundant supply of the folding stuff then build lots of roads.
16. Remember that the power cables/railways/roads do not have to be leading into a block, but merely adjacent to it for them to take effect.
17. Remember...high taxes discourage industry.
18. Don't start worrying about what the people think of you until they start moving out. There is never an election.

POKEMANIA

More poking fun with Graham 'TURBINE' Mason. **He's been slaving away at a hot Spectrum for weeks (well perhaps for an hour!) to bring you this delicious selection of tantalising POKEs. Take a look at what he's got...**
Bomb Fusion
Turrican
Ruff N Ready
Déja Vu - The Remix
Assassin
Not so many this issue because many of the games we get in the office for review are on disk, and old Turbo has only got a tape player. More POKEing fun and excitement next issue.

THE HUNT FOR RED OCTOBER

This is quite an old game as I remember, but I've just heard that it's to be re-released to coincide with the film *'The Hunt For Red October'*. **So here are some tips for you if you've bought it, from out old friend** Nick Pirie **again (no plugs this time!).**

1. As soon as you start the game, select the little 'two box' icon by the side of the message window. A set of readings for a Russian trawler should now appear. Raise the attack periscope and point it on a heading of roughly 240 degrees (until you see the trawler). Now press the fire button on the readings, the trawler is refered to as 'A'. A hash should now appear alongside. Select the fire icon.
2. After you've sunk the trawler drop to a depth of about 50 metres and select a heading of 200 degrees at full speed. If a torpedo is launched at you, drop some decoys, change direction and depth about five times. Then launch one back.
3. Anything stationary under the surface is a sonar mine.
4. If the target knows you're there and you have a torpedo in the water, help the torpedo find the target by continuously 'pinging' it on active sonar.

ADIDAS CHAMPIONSHIP FOOTBALL

Love's got the world in motion... Yeh! Love the song. The game wasn't too bad either, as football games go. Here is a saucy selection of tips from Dan Bufton **of sunny Ludlow.**

1. From kick off make sure the ball control is low and kick ball full power down the pitch. The opposing defender will kick the ball back up the pitch. If the defender has kicked the ball low and you're still running in the same direction as when you kicked, kick it low and hard again. If you're outside the opponent's box then the ball should go towards goal. The keeper should miss it and you should score! Do this from all the kick offs you have and you should win the game.
2. Be careful when slide tackling as the ref has a tendency to dish out yellow cards, and red ones too!
3. Keep the ball moving, pass the ball low and it will be easier for your team mates to control.
4. When you give away a penalty, dive around the centre of the goal, the computer normally places it here.
5. The 5-3-2 formation is normally the best for beginners.
6. When under pressure in the goal mouth, concentrate on control of the keeper.
7. Don't slide tackle in your own area as the keeper may dive also.
8. For an easy to beat opponent to gain confidence and skill, play Karl Chandler, Mickey Mouse could beat him!

+3 LIGHTGUN POKES

If you were one of the lucky people who bought a Spectrum +3 with the lightgun pack then this is exactly what you need to keep yourself going on those tough games. Andy Ryals **has been hacking away at his disks to bring you these listings to type in.**

To use the POKEs just type in the listing in +3 basic, save it to a blank disk in case you want to use it again, then put in the original game disk and type in RUN. The game should then load up as normal but with the POKE installed.

ROBOT ATTACK

```
10 REM ROBOT ATTACK (C)
ANDY RYALS AND CRASH
20 CLEAR 24999
30 LOAD "PAGER.COD"CODE
40 LOAD "SPRITES"CODE
50 POKE 37957,X: REM X=NO. OF
DROIDS
60 RANDOMIZE USR 32768
```

OPERATION WOLF

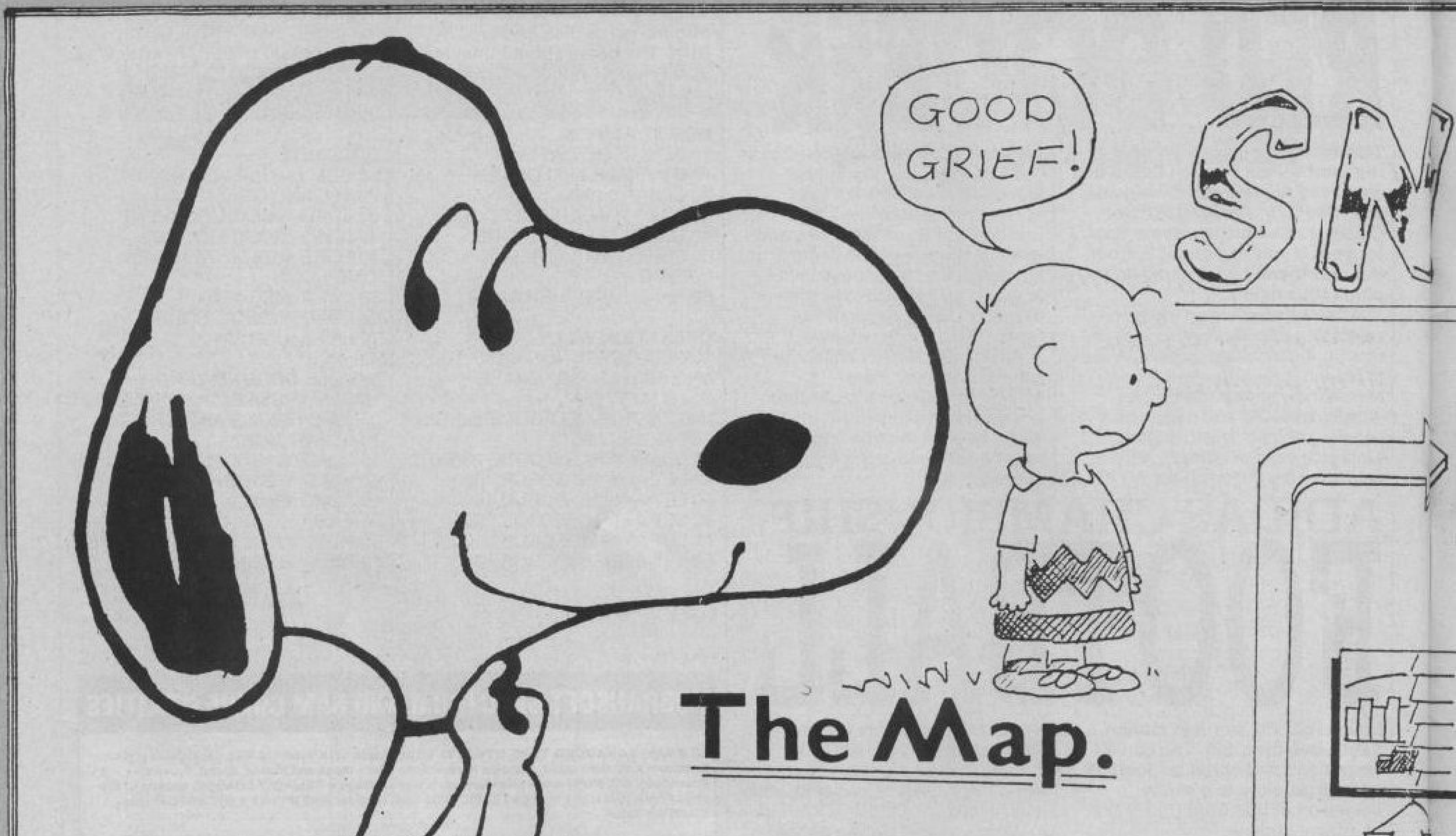
```
10 REM OPERATION WOLF (C)
ANDY RYALS AND CRASH
20 LOAD
"NOCAHACE.NED"CODE 28672:
LET X=USR 28672
30 LOAD "WPAGE"CODE 28000
40 LET A=0+16: GOSUB 1000
50 LET A=1+16: GOSUB 1000
60 LET A=3+16: GOSUB 1000
70 LET A=4+16: GOSUB 1000
80 LET A=6+16: GOSUB 1000
90 LOAD "WCMAIN" CODE 25391
100 LOAD "WS2" CODE 16384
105 POKE 40896,0: REM NO
ENEMY FIRE
110 RANDOMIZE USR 34712
120 LOAD "WC"+STR£ (A-16)
CODE 30000
130 POKE 28003,A
140 LET X=USR 28000
150 RETURN
```

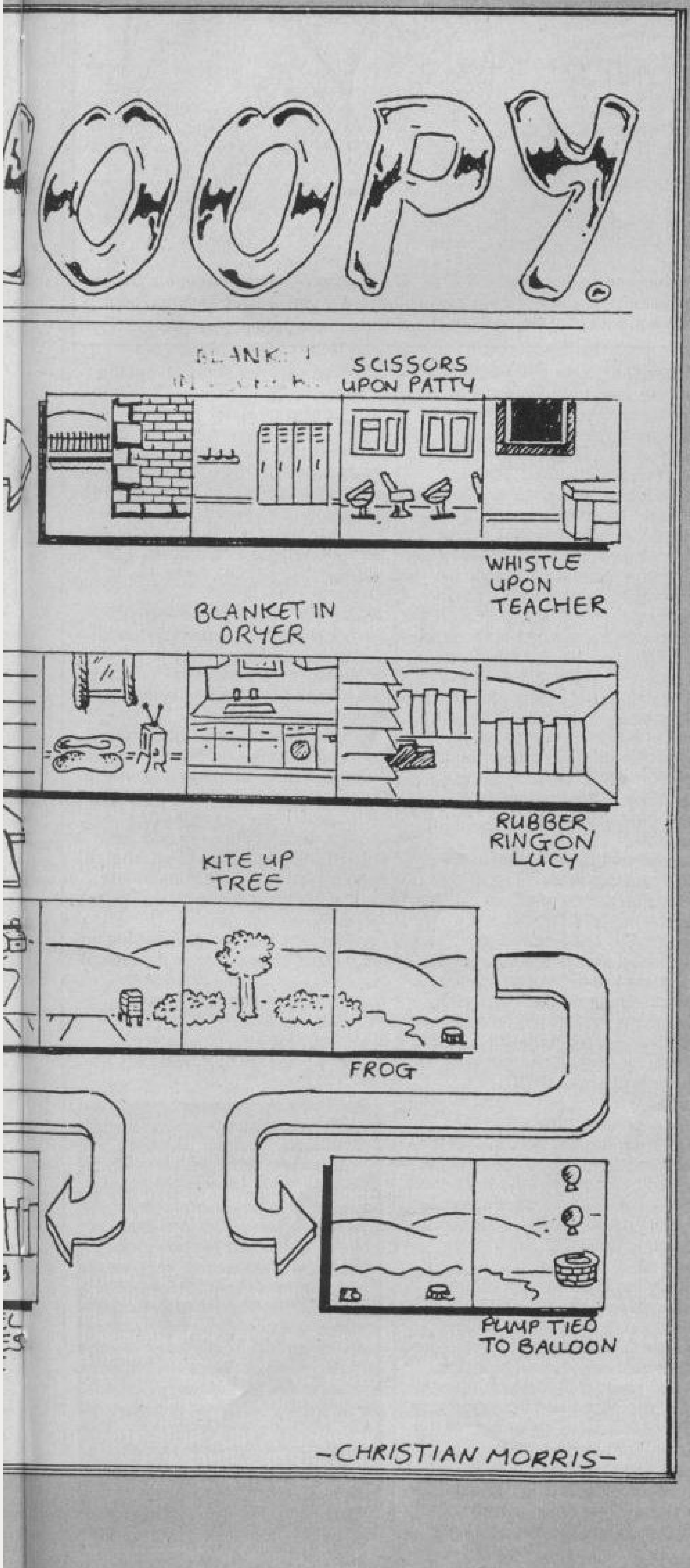
BULLSEYE

```
10 REM BULLSEYE (C) ANDY
RYALS AND CRASH
20 LOAD "SCODE"SCREEN£
30 LOAD "GCODE"CODE
40 POKE 45787,0: REM INFY
TIME
50 LET A=USR 39402
60 LOAD "QCODE"CODE
70 LET A=USR 39400
```

MISSILE GROUND ZERO

```
10 REM MISSILE GROUND ZERO
(C) ANDY RYALS AND CRASH
20 CLEAR 32767
30 LOAD "S1CODE"CODE
40 LOAD "S2CODE"CODE
50 POKE 39860,0: REM NO
ALIENS
60 POKE 43386,X: REM X=AMMO
70 INK USR 38496
```


GOOD GRIEF!
The Map.
KEY UPON CHARLIE BROWN
WATCH
BRICK
APPLE UP TREE CATAPULT
FOOTBALL
START!
DISH & TYPEWRITER BEHIND KENNEL
COOKIEJAR
PARCEL ARRIVES HERE



sam coupé tips!

Here are the very, very first tips ever on the Sam Coupé! As there is only one game that has come out on the Sam there are no prizes for guessing what they're about. Luke Biddell **and** Ian Western **have compiled tips on *Defenders Of The Earth.***

1. Get someone else to push the '1' button to get help in the game and to fire against Octon, Mongor and Ming. This leaves the other player free to control the character and avoid the bullets.
2. Collect all the guns you can as the more you collect the faster you fire.
3. Collect all the energy you can in the form of shields and crate like boxes.
4. Ming, Mongor and Octon will take an awful lot of killing so be patient and dodge the blue bullets for success.
5. Jump off the edge of screens as you lose lots of energy if there are bad guys walking onto the screen or on the other side.

MORE HAMMERFIST

Promises, promises. They're never kept are they? I told you I would print more of the solution to *Hammerfist* last month and I forgot all about it. Never mind because it's here now. Daniel Leach **is of course the man to thank for this.**

Sheet 9

Don't worry if you were low on anything at the end of the last load, your energy goes to near maximum and you get 40 of each Piston and Hammerfist.

Fall down and shoot the top box, then the bottom box. Keep shooting down and advancing to get rid of the droid and push the train off the screen. There is a power point but don't use this yet. Once the train has been pushed off the screen move off yourself.

Sheets 10 and 11

As soon as you get on this screen shoot the train, let the train come towards you, shoot it, let it come towards you, shoot it, etc. until it blows up. Take the energy and turn into Metalisis. While kicking the men, jump onto the white box and then onto the top platform. Kill the guards and headbutt the VDUs. Still on the top, go into sheet 11. Headbutt the VDUs and kill some men, get back onto sheet 10. Fall down to the floor. If you're short on laser bolts go back onto sheet 9 and keep killing the droid and taking the icons. Go back to sheet 10, turn into Hammerfist and destroy the box at the end of the screen. Go into sheet 11 on the bottom level. Destroy the guards and droids while blowing the boxes up. When all the boxes have been blown up shoot the droids and guards until the SSB message shows up. Above the door is an electricity bolt device. To get rid of it, fire up so the bolt hits the ceiling and rebounds into it. When it goes face the door and headbutt the transport panel, it will slide up and you can go through the door.

Sheet 12

Hit the door twice and go into the sea. Move right into Sheet 13. If any fish or scuba divers are in the way just hit them.

Sheet 13

First, if you're short on energy, top it up at the flashing mass at the end of the wire. Shoot the rock in the middle of the screen by shooting right a number of times. When it is gone, top up your lasers by shooting or hitting the cannisters before they hit the ground. When ready go on to Sheet 14.

Sheet 14

Turn to Metalisis and hic-hac to the rock at the end of the screen. Destroy this by transforming into Hammerfist and shooting up so it rebounds and hits the top of the rock. When it blows up get into Sheet 15. If anything gets in your way don't be afraid to shoot it. If you run out of laser bolts go to Sheet 13 ▶

and fill up.

Sheet 15
Turn into Metalisis and jump next to the barrier. Turn to Hammerfist and blast it by shooting right. When it's been destroyed return to Sheet 13 to stock up on laser bolts then go on to Sheet 16.

Sheet 16
First, jump onto the platform and shoot the claw (shoot right), then shoot down to get the next claw. Shoot right to get the mouth, then when that's gone stand underneath the tentacle and shoot up (watch it!). Move underneath the eye and shoot up to destroy it and finish off the monster. END OF LOAD.

Sheet 17
Turn into Hammerfist and position yourself so that you shoot up, the laser bolt rebounds onto the very top of the blockage. Do the same for the next wedge of rock then fire right to get rid of the last bit. Hic-hac Metalisis onto the ledge and move onto Sheet 18.

Sheet 18
Shoot the marshmallow in the eyes by shooting right and jump onto the platform. Shoot left to kill the other marshmallow and jump onto that platform. Shoot right to destroy the last one and jump onto that platform, headbutt the transparent panel and walk through the door.

Sheet 19
Kill the women until no more appear, then jump onto the platform next to the door. Walk to the left edge of this platform and high hic-hac to the platform in mid air. The lightshade like object is a power socket. Headbutt to use it. Turn into Hammerfist and fire right to get rid of the overhanging rock. Transform into Metalisis and jump to the other side. If you fall down the gap in the floor you go to Sheet 18!

Sheet 20
Don't move off the small platform. First shoot the ant's end several times. When it blows up move off the platform and onto the floor. Position yourself so that when you shoot up the shot rebounds and hits the top of the ant's end. Keep doing this until the ant has lost all of its large white body. Jump onto the ledge where the ant was and shoot right, into its head, it will disappear leaving the path clear. Before going into Sheet 21, go back to Sheet 18 via the gap in the floor in Sheet 19 to top up on energy and laser bolts. It's best to use Metalisis here. When topped up go to Sheet 21.

Sheet 21
This is quite hard and can take a long time. Basically, destroy the top boulder by rebounding up up-shot then go to the next boulder etc. If you run out of energy, or the master becomes active go either to Sheet 20 or Sheet 18. The bricks at the end of this chamber are not a barrier and you can walk through them.

Sheet 22
Turn into Metalisis and immediately jump onto the white platform. Headbutt the white flashing square on this platform and a chunk of the wall will disappear revealing a door. Kill the guards and pet dinosaurs until the SSB message comes up (sometimes not necessary). Then exit through the door. Do not headbutt the other white flashing square, it drains your energy.

Sheet 23 and 24
Select Metalisis and go on the lift, it will take you up to Sheet 24. At the top of the lift's journey kill the guards as many times as necessary to give you time to headbutt the screen. Change to Hammerfist and take the lift down, destroy the knight's head to give you both energy then take the next lift all the way down to the bottom of Sheet 23. Kill the guards until no more come and headbutt the screen. Get on the lift and shoot right to blow the bricks away. Stay on the lift and change to Metalisis and duck. Let the lift go all the way up if you're ducking then the electricity cannot hurt you. Turn into Hammerfist and shoot the electricity in the other lift shaft straight away. One shot should do it. Go into the other lift shaft and do the same. Go into the other lift shaft and repeat it again (it takes more shots progressively). Now go into the furthest shaft on the right and let it take you all the way up. END OF LOAD.

Sheet 25
Shoot down four times to blow open the door. Keep shooting the tank and advancing upon it, trying to get it off screen. When it is near the end of the screen change to Metalisis and kick it off and advance etc. When it is off the screen hic-hac out to Sheet 26 to the right.

Sheet 26
Change into Hammerfist and shoot right repeatedly to blow the installation away. When this is done go to Sheet 27 to the right. Do not worry about the little creature at foot level, shooting it wastes too much time.

Sheet 27 and 28
Shoot up at the flashing squares and destroy the boxes while killing the guards, then go into Sheet 28. In Sheet 28 destroy the flashing screen by headbutting it and shoot up at the flashing squares to kill them. Turn into Metalisis and destroy guards until the SSB message pops up. Then, as Metalisis, go right to the right hand end of the screen and a lift should take you up to the next level. On the top level, jump over the missing portions of platform into Sheet 27. Jump over the gaps and go to the iron grille, headbutt and go through to Sheet 29.

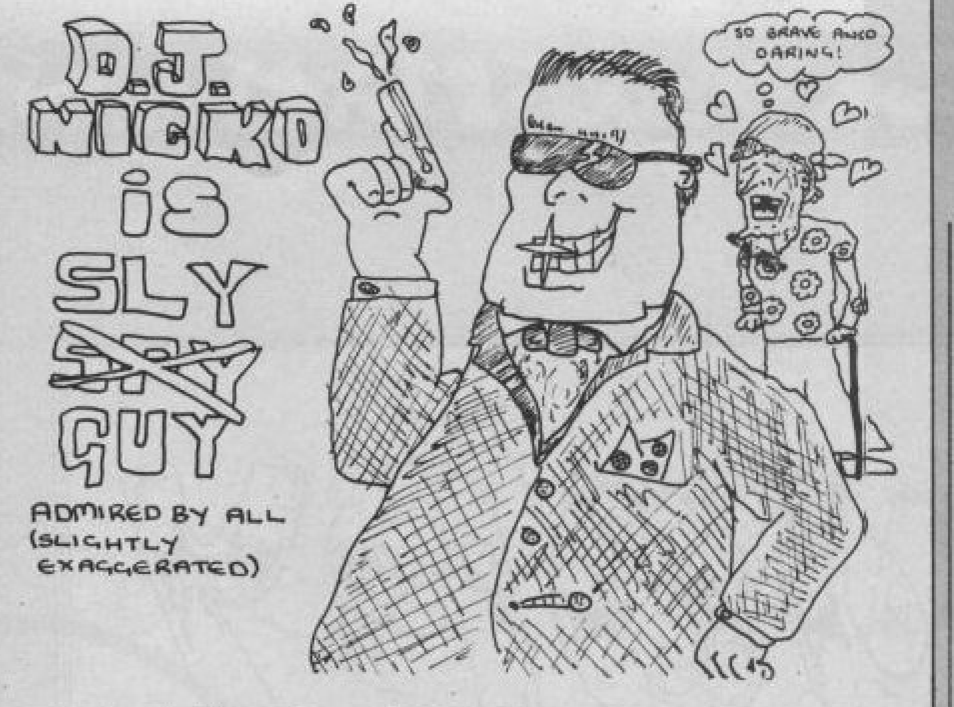
Sheet 29
Destroy guards on the lower level until no more appear. The flashing square at head height to the right of the door is a power point. Refuel at this if necessary. Destroy the two other flashing squares by shooting up. Once the second has disappeared a chunk of the upper level disappears with it. Turn into Metalisis and jump onto the white rectangle. Move over to the right edge of the rectangle and hic-hac to the small platform at the left edge of the screen. Turn around and transform into Hammerfist. Shoot up to destroy the flashing wotsit underneath the gun (it will rebound and hit the floor on the other side of the gap). Fire right several times to get rid of the rest of the gun. Fall down and jump onto the other platform by getting to the left hand side of the white rectangle and high hic-hacking to it. Destroy the guards to get time to headbutt the VDU. Walk right to Sheet 30.

Sheet 30
Destroy the first VDU then jump onto the first platform. The flashing squares do not do anything so jump onto the next platform. Headbutt the second VDU and keep killing guards and droids until you get the SSB message then go to the top platform. Once on the top platform stand to the right of the rectangle that looks like a door and headbutt the wall to reveal a hidden door. Go through it to Sheet 31.

Sheet 31
Destroy guards, droids and the flashing squares at the top until the SSB message flashes up. When it does come up move over to the end of the railing and headbutt the wall to open another hidden door. Go through to Sheet 32.

Sheet 32
Destroy the base of both columns, stand underneath one and keep firing up until the column is fully destroyed. Destroy the other column similarly. Select Metalisis, headbutt both VDUs and jump onto one of the desks and then onto one of the platforms to either side of the master. Turn to Hammerfist and keep firing at the master to get rid of the electricity guarding his head, then keep firing down at his mouth until the shots pass through him. Shoot at his eyes until you get the SSB message. Turn into Metalisis and jump from about the middle of the topmost platform onto the desk and then into the explosion where the Master was, that should all be one move, a high hic-hac. Face into the screen and headbutt to separate Hammerfist and Metalisis and you will have completed the game.

General Tips
❀ Don't be afraid to use Metalisis for fighting, it saves on lasers and piston fist.
❀ When you start to flash it means the security system has been breached.
❀ To judge your jumps properly try to place Metalisis where her hands will touch the end of the platform. This will get you as far as possible.
❀ When shooting barriers or monsters out of the way and you think it's taking up too many shots then try bouncing the bolts off the ceiling or hitting another part of the object.
❀ When the Master is active, letting skull icons blow up takes his energy away. When his energy is at its lowest icons become normal.
❀ Icons - E=Extra energy, B=Energy for both characters, L=Extra laser bolts, P=Points.

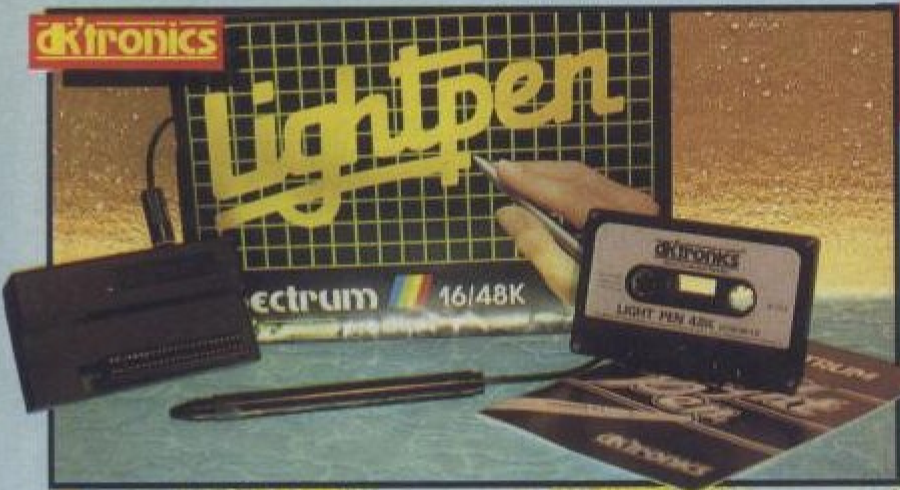


Thanks and all that stuff go to **Keith Darlington** of **Newton Abbot** in **Devon** for this wicked piccy of the porky boy himself! Keep sending in those Nicko Pics and we'll print the best ones!

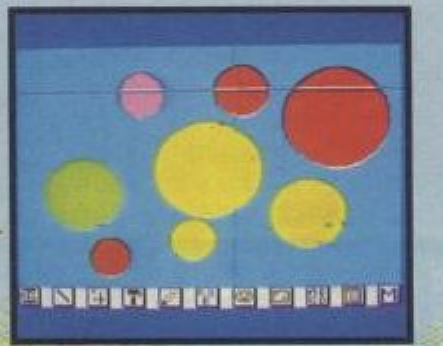
And that's it for this month! Nick Pirie gets £40 of software for his tips on *Sim City* and *The Hunt for Red October*. **Lets see all your tips, maps and cheats sent in to the following address. It doesn't matter if you think they're rubbish, there's probably someone somewhere who will want what you have to offer, and anyway, it's good fuel for the office fire (only joking!). You never know, they might be worth a few quid. Send them to: NEWSFIELD, NICK ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW.**

DATEL ELECTRONICS

dk'tronics



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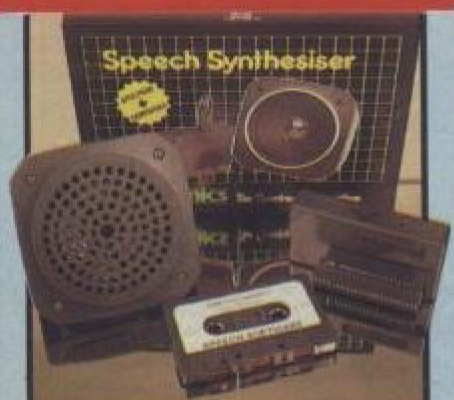


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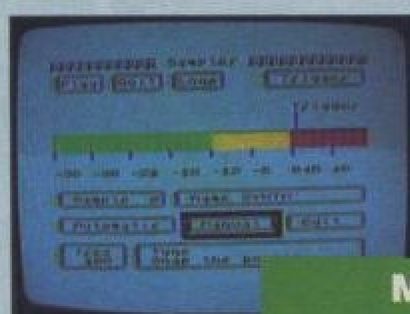
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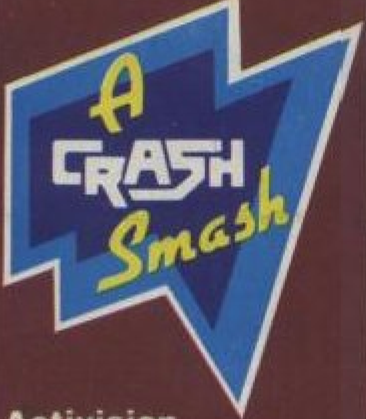
FOR THE BEST MUSIC ADD-ON AVAILABLE FOR THE SPECTRUM

TIME MACHINE

NICK This time travel lark has been popular for a long time, Marty and Doc Brown in *Back To The Future* and Doctor Who managed to travel through time and space with ease, so why not Prof Potts?

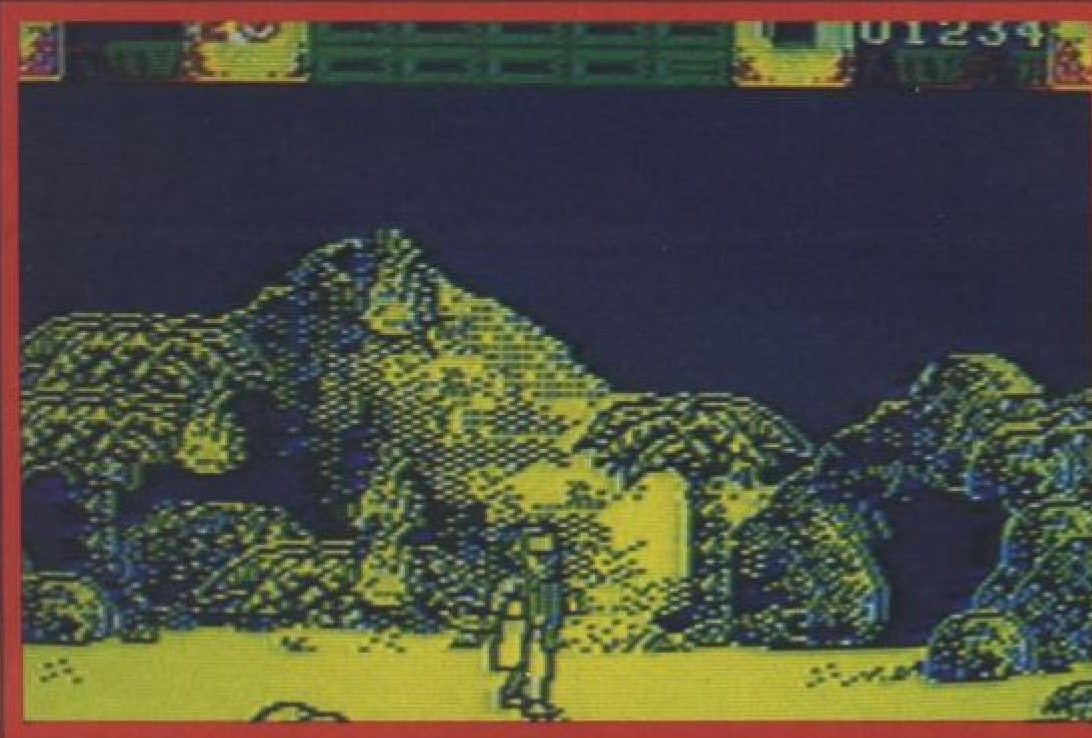
The first level is difficult enough, but when you move to other time zones and discover that your actions in previous levels may affect later developments it's straight jackets ahoy time! But the game is very good indeed, so your Speccy isn't in too much danger of being smashed to pieces. All the sprites are big with lots of animation and potts (ho, ho) of colour. *Time Machine* is one of the best arcade/strategy games around.

90%



Activision
■ £9.99 ■

Professor Potts is your archetypal mad scientist: a tall, awkward, gangly man who has a shock of untidy hair and wears a lab coat. He also owns a time machine. It's not very pretty but it serves its purpose, or rather it did until a bunch of terrorists tried to blow it up. Fortunately they didn't succeed, but unfortunately the bomb hit a vital accelerator crystal and threw the Prof into the past.





With five time zones to travel through, the ultimate aim is to traverse the ages and return to present day (ie: ten million years in the future) and get to the time machine before the terrorists do (confused yet?). To complete each time zone the Prof has to perform a special task. In zone one, one of the problems is to protect man's ancestors from the elements by rounding them up, keeping them in a cave and lighting a fire. How else are they to survive the Ice Age?! Remember though, your actions in one time zone can affect the future of the human race — evolution is in your hands.

On the status panel is a block made up of 25 rectangles — representing a map of the five time zones with five screens in each. When everything is okay the map is green, when trouble brews the affected block turns red, when this happens leg it to the relevant screen pronto. With five zones to patrol the Prof's legs soon get tired, but fear not: four travel pods allow Prof Potts to zip around righting wrongs and generally making sure that mankind's future is safe.

Besides natural obstacles, the occupants of each time zone try to kill you. All you have for protection is a controller device, it stuns attackers and thus allows you to escape. And escape you must if you are to return home!

Programmed by Raff 'Cybernoid' Cecco, *Time Machine* is the bees knees (and other parts perhaps) of arcade adventures. The puzzle element is pitched at just the right level (mildly frustrating), so sit and think about a problem don't just hurl yourself out the nearest window. Graphically it's a winner too, with sound just as good with a title tune and spot effects. In short, if you want an ace arcade puzzle game look no further than this.

MARK 91%

RATING

Refreshingly different: a colourful action game with plenty of brain-blending puzzles

PRESENTATION	92%
GRAPHICS	90%
SOUND	80%
PLAYABILITY	89%
ADDICTIVITY	90%
OVERALL	91%



NEMESIS

The Hit Squad
■ £2.99 ■ re-release

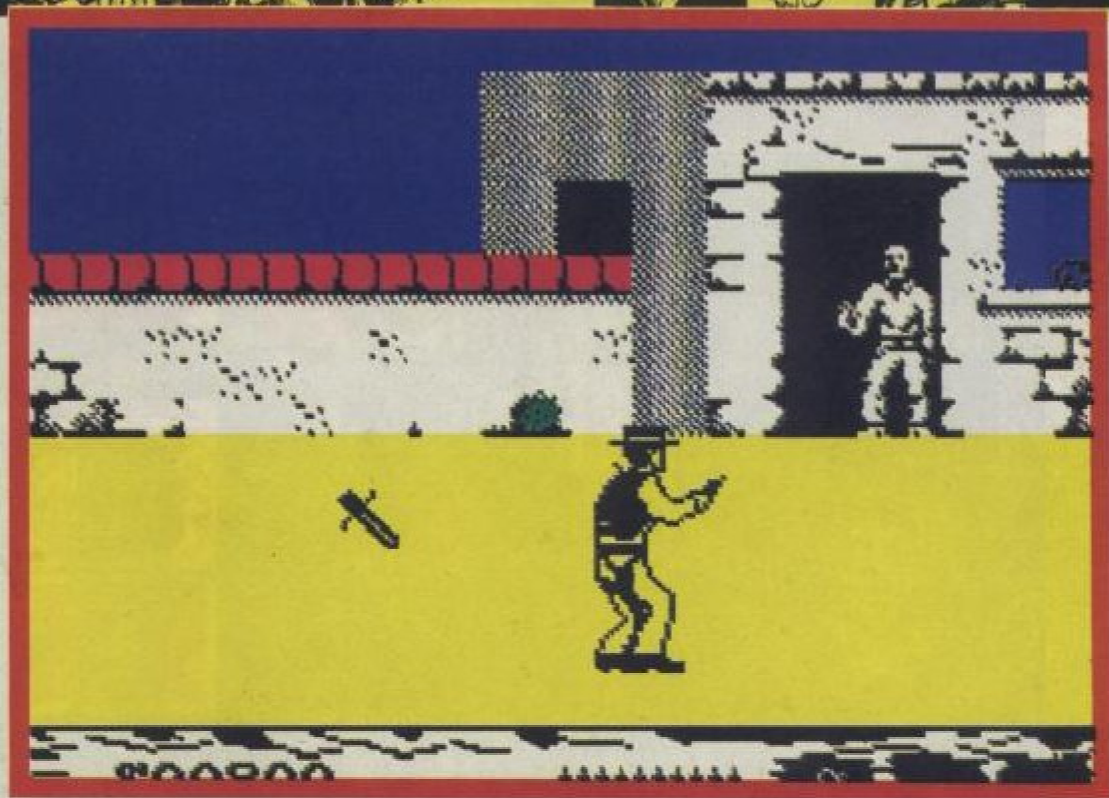
Far away, in a long lost galaxy is the planet Nemesis, a peaceful world that never did any one any harm, a world of Volvo drivers. Now it's under attack from its old enemies. A nasty race from sub-space star cluster Bacterion. The only way to save the planet is to use the prototype hyperspace fighter, the Warp Rattler, piloted by you. You must duel to the death with the evil Bacterions and save Nemesis.

Nemesis is very 48K! Compared to some of today's shoot-'em-ups it looks like a piece of home grown software. The sound is the first thing that hits you: the squeaky tune is hilarious and the effects are not much better. The format is classic shoot-'em-up. You encounter a couple of waves of aliens then enter the cavern to battle it out against walking thingies and even more evil. At the end of each level you reach a big nasty to be destroyed. One thing *Nemesis* had when it first came out that all the others didn't was the chance to increase your weaponry. By collecting pods the aliens leave behind you can go up the scale at the bottom of the screen and when you come to a weapon you like you select it to add to your ship - amazing.

This is not a bad shoot-'em-up but has not stood the test of time very well. It may look terrible compared to today's efforts but if you're short on cash and after a bit of blasting fun, you could do worse.

NICK

RATING
OVERALL 62%



SPAGHETTI WESTERN SIMULATOR

Zeppelin Games
■ £2.99 ■

Yeeeha! Step into the world of the wild west: the world of ring dinging, cow hustling, and bucket spitting! It's all here in *Spaghetti Western Simulator*. You control a bounty hunter, tracking down criminals on the Wanted signs, making a living shooting people in the back and collecting the rewards. But beware: innocent people are out there as well as rootin' tootin' criminals and killing them costs you money!

The game is a little too slow: the screen scrolls along at a snail's pace, but the action is all fast moving! Graphics are sparse at first but as you get further in you discover well drawn houses, criminals and the odd dame to avoid shooting. It's a pity Clint Westwood, the main character, seems to be invisible — move him over a background and his graphics assume the same colours. This obviously avoids colour clash but doesn't help playability. The only sound is the odd 'purting' when you fire a bullet. A tune would have been nice — you'll just have to stick the latest Depeche Mode single on to keep your ears happy!

A fun game when you get the hang of the controls: the action is fast and furious, but you may get fed up of being blown outta dat dere county (to be said with a wild west accent)!

NICK

RATING
OVERALL 68%

SUPER STOCK CAR

Mastertronic Plus
■ £2.99 ■

My ultimate fantasy! To smash up a Porsche 959! No, I think I'll stick to Metros for now — it's cheaper. The *Super Stock Car* sponsors must be pretty loaded as they supply you, Rick Radial, with a choice of four cars to take around the hair-raising corners and over the finish line of the stock car courses. The cars featured are a Lamborghini Countach, a Ferrari Testarossa, a Lotus Esprit and a Porsche 959. For real speed demons there's also a Robin Reliant Kitten!

Very reminiscent of old CodeMasters games, *Car's* graphics are colourful and well drawn, but the way cars turn corners is irritating. There are three stages of animation: one, the car faces to the left, two, the car is on a 45 degree diagonal and, three, the car faces down the screen. This takes a lot of getting used to and the jerkiness spoils the game.

One good thing is that when you get fed up with driving on



the same old courses you can access the course designing section. You can now make each course dead easy so you can get around it without wrapping your car around a lamp post. However, this is still very basic car racing which won't keep anyone playing for long.

NICK

RATING
OVERALL 59%



EMLYN HUGHES ARCADE QUIZ

Audiogenic
■ **£9.99/£14.99** ■

Based on trivia machines in the pubs, *Emlyn Hughes Arcade Quiz*' objective is to correctly answer as many questions as possible and collect a lot of dosh. Moving from left to right across a scrolling maze of coloured tiles you win a round by reaching the Win bar at the other end.

The questions are multiple choice and offer six themed categories: Pop and Rock, Sport, Entertainment, Arts and Literature, People and Places and General Knowledge. Three answers are offered — guess right and you move to the next square, a wrong answer moves the Lose bar closer to you (if it catches up with you it's end of game).

RICHARD This could have been such a good quiz game if it wasn't for one incredibly irritating element — the control keys are so unresponsive! It's difficult to select a question tile, difficult to move your cursor to the right answer... it really spoils it.

The cash and fruit bonuses are a fairly novel feature, and working out how to grab the bonuses, cash and fruit whilst keeping one step ahead of the Lose Bar is fun. Having so much going for it, it's a shame *Emlyn Hughes Arcade Quiz* is let down by just one (but major) fault.

64%

Collecting cash on the way allows you to enter the next level and fruit gives you a bonus. To help you stay one step ahead of the Lose Bar there are friendly tiles, these include clock stoppers which freeze the movement of the screen for a short while and bonus game tiles that allow you to enter a special round played against the clock.

Emlyn Hughes Arcade Quiz has been awaited for quite a long time (it was previewed in issue 73), and I'm afraid I'm disappointed. Movement of your cursor is sluggish: very often I found I had to bash the relevant control key several times to gain any response. Graphically the game is good: at least the Emlyn sprite is recognisable. But at the end of the day *Emlyn Hughes Arcade Quiz* suffers the usual problem of computer quiz games — repetition of questions.

MARK 70%

RATING

A good looking quiz game: well presented but let down by slow control response

PRESENTATION	67%
GRAPHICS	71%
SOUND	75%
PLAYABILITY	70%
ADDICTIVITY	67%
F OVERALL	68%

EQUAL RIGHTS FOR CHEAP SOFTWARE!

Budget priced software is more popular than ever before! S'right! Around 60% of all games sold these days are budget software that's why CRASH is now featuring the £2.99 spinners in the review section rather than in the Budget Bonanza. Providing more shots and details on the games, we're sure you'll like it this way! A **B** in the overall score box indicates a game is a budget release and a **F** in the overall score box means it's a full-price game. The miracles of modern technology, eh viewers?

SUPERKID IN SPACE

Atlantis
■ **£2.99** ■

Continuing the adventures of Superkid, his new adventure has him on a mission to destroy an evil alien force, bent on sapping Planet Earth of all her riches. The mission is to land a rocket on each of their planets and capture four nuclear detonators to blow the planet up and escape.

All the *Superkid* games are just so playable, and the graphics so appealing, you just can't help but be addicted. The nasties are small but detailed and the amount of colour used in the scenery and objects gives a fun, cartoon feel. Once you have looked around the first level and sussed out the various traps you can complete it easily, giving you a real incentive to get further into the game.

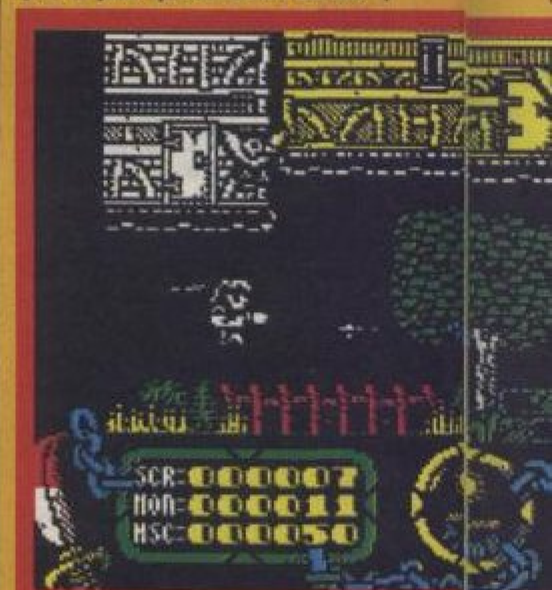
There are plenty of mini-games to have a go at. For

THE LAST VAMPIRE

Atlantis ■ **£2.99** ■

What only one left? Yup, all the nasty vampires of the world have been destroyed except for one, who insists on terrorising the inhabitants of Whitley Bay. There's only one way to do him in: drive a stake through his heart with a silver hammer. Your job is to find these items and do the dirty deed.

Whitley Bay is a lovely little seaside town, made up of wooden timbered houses, trees and olde shoppes where you can purchase items to help you in your quest. Down on the



MATCHDAY 2

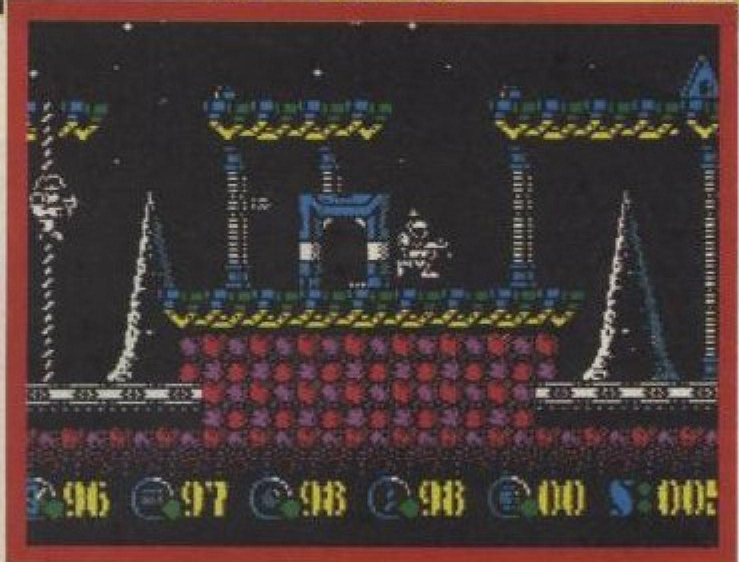
The Hit Squad
■ **£2.99** ■ **re-release**

This should keep all aspiring Gazzas glued to their screens — it's an all action soccer simulation! A very playable match featuring variable strength volleys, lobs, backheels and ground shots with special moves like jumping headers, barging and the odd foul thrown in for good measure.

The are plenty of options to







example there's a section where you have to land the rocket on the planets, achieved by docking the rocket on a base at the bottom of the screen. It may be old hat but it's still great fun.

Superkid In Space is one you just have to have: intergalactic fun all the way!
NICK

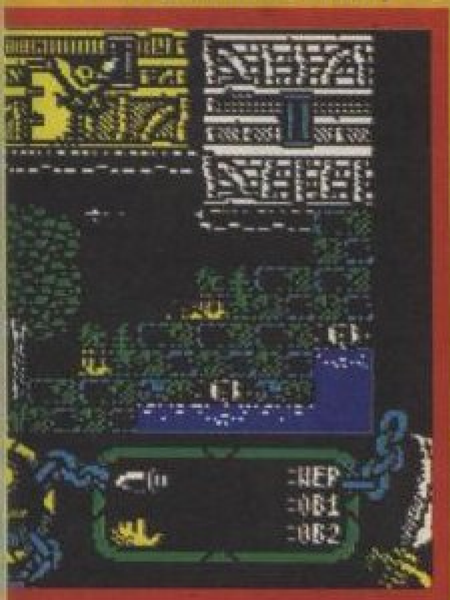
RATING

OVERALL 80%

sea front you will also find a pirate ship with a vicious crew.

Small, colourful sprites make up the town's scenery with animated characters doing all the moving around. There are tunes and sound effects too, to give that finishing touch.

The Last Vampire is fun to play, but the amount of pirates, seagulls and killer bats out to get you makes it really difficult to get anywhere. This is another excellent arcade adventure from Atlantis. All their releases have a similar style, but with the varying story lines and gameplay they're all great value for money.
NICK



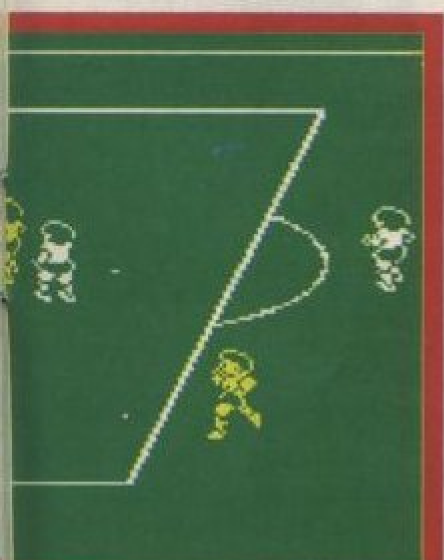
RATING

OVERALL 72%

choose from to customise your game. You can select the team names, colours and formations as well as choosing to play in the ultimate challenge... the Match Day league.

Graphics are nice and big so you can see what's going on, but the trouble is the speed the game is played at: it's terribly slow, probably due to the number of large sprites moving at the same time. Still, it doesn't spoil the game when you're used to it and it's great fun trashing your opponents.

Match Day II is one of the best football games around for the Spectrum and an old favourite.
NICK



RATING

OVERALL 79%

Twin World

Ubi Soft
■ £9.99/£14.99 ■

Long ago when the people of a peaceful and prosperous land, called the Gaspards, were ruled by an old family endowed with magical powers, called the Cariкens, everything was fine and dandy. Did it stay that way? Not on your nelly! An evil wizard called Maldur, along with his demonic hordes, swept across the land and decimated it so quickly that the Carikens had no time to use their magical amulet to protect the land. Maldur grabbed the amulet and smashed it into 23 pieces, scattering it across the countryside.

NICK *Twin World* has all the best bits of arcade adventure games we've seen before. But does this mean that it's the best yet? No way! The first thing that puts you off are the graphics. They're all nicely drawn and detailed but are, sadly, monochrome. I know I moan about this on almost every game (I hate it!), but this is one of the worst I've seen for ages. The programmer's choice of colour doesn't help: red on a black backround is a terrible strain on the eyes!

Gameplay isn't too bad: you wander around going through skulls and shooting at anything that moves with the three weapon options you've got. *Twin World* is fun for a short time but if your eyesight doesn't go first, boredom may soon set in.

67%

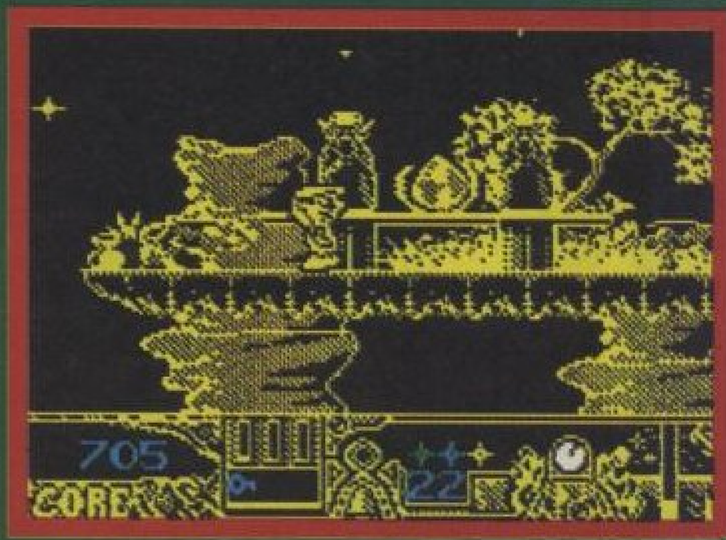
Not to be outdone that easily Ulopa Cariken, a young hero, set out to find the pieces of the amulet and destroy the evil of Maldur. 23 horizontally scrolling levels of demon-packed action stand between our lad and the death of Maldur.

Equipped with three different types of weapons, take Ulopa through the perilous scenery defeating enemy agents as he meets them — but be careful: ammo for each weapon is limited, although extra plus additional magic powers can be collected along the way.

Ulopa's adventure takes him, by entering magical doors, into the depths of the earth and further, where it all gets mighty dangerous! But hurry, Maldur has sent his minions out to find the pieces of the amulet.

Graphically *Twin World* is very pretty, but as both the background and moving sprites are the same colour it's often difficult to spot attackers before they strike that fatal blow. Also, the graphical style can hide important elements in the game — I reached one spot and died several times before I realised there was a bridge I had to cross (fool! —Ed). Despite that, *Twin World* is a pleasant collect-'em-up that should prove enjoyable for arcade adventure fans, though interest may not be sustained for too long.

MARK 78%





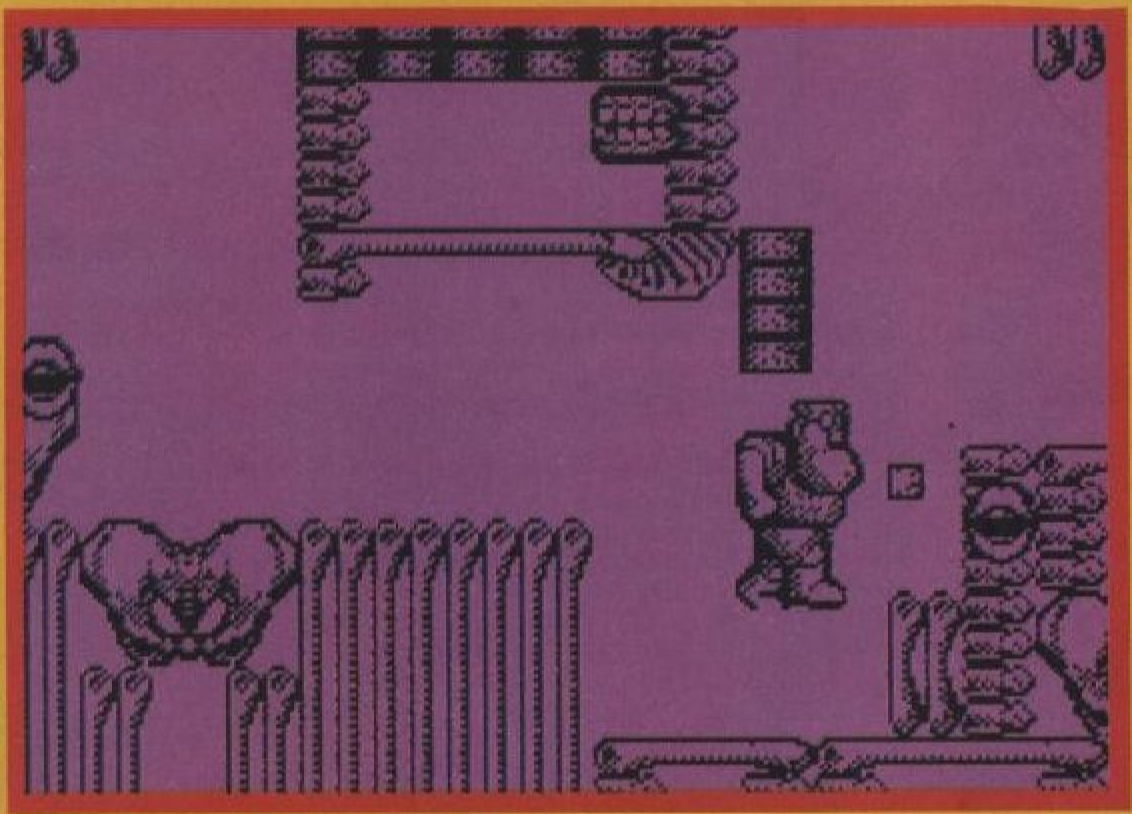
RATING

Playable for a while arcade adventure marred by the graphics

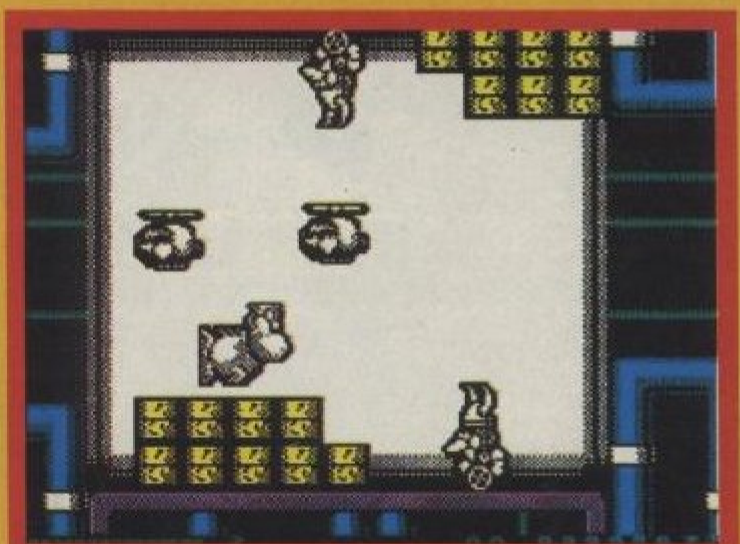
PRESENTATION	72%
GRAPHICS	75%
SOUND	64%
PLAYABILITY	73%
ADDICTIVITY	70%

OVERALL 72%





Monty Python's Flying Circus



NICK It's the long awaited *Monty Python's Flying Circus*, complete with dead parrots, Spam and a variety of mad characters. I was expecting much more from the game of one of the best comedy shows ever. What the programmers have done is take the cartoon style from the Monty shows and make a shoot 'em up game out of it. You walk and swim around the levels shooting characters from Monty Python sketches and collecting tins of Spam.

The characters are just what you'd expect from Monty Python, mad parking signs(!) and a host of weird creatures from Terry Gilliam's animations. If all this isn't weird enough for you then try getting through the Cheeselock protection system at the beginning of the game and adapting to having your score going down from 99999999 instead of up! While graphically very good the constant shooting gameplay is not enough to keep you interested for long. Sad.

76%

Virgin Games
■ **£9.99/£14.99** ■

Long before the Turtles hit the scene the cult thing was a nutty TV show called *Monty Python's Flying Circus*. Some people thought it was brilliant and some thought it was unmitigated tosh. But nobody who watched it could ever forget the six nutters who created such classic sketches as *The Spanish Inquisition* (which is always unexpected), *The Lumberjack Song*, *How To Identify Trees from Quite A Long Way Away* and a personal favourite, *The Spam Song*. But John Cleese and the team are nowhere to be seen in Virgin's game — the star is Mr DP Gumby, the dim witted cartoon character who has literally lost his mind!

Y'see his brain has split into four parts and each has done a runner, which dashes Gumby's hopes of becoming a chartered accountant. Until the rogue grey matter can be recaptured, that is.

The comedy starts the minute the game has loaded — the protection system is called a Cheeselock (referring to an awful protection system of years ago called Lenslock). You have to identify two types of cheese before Gumby can start his four level quest.

Armed with an unlimited supply of explosive fish, the aim on each level is to collect 16 tins of Spam before progressing onto the next level.

Creatures and oddities from the show, like the dead parrots, Eric the half bee, the minister for silly walks and the Spanish Inquistion, are in Gumby's path and touching one drains his energy.

Gameplay is varied throughout the four levels — all offering something different. On the first level Gumby is a fish swimming around in the sewers shooting cheese to reveal Spam, and there's a bit of puzzling involved too: shooting fish down pipes occasionally makes Spam pop out another pipe.

Level two and Gumby hops into a surreal landscape and gets on with a lot of platform action, while avoiding exploding fingernails and the like. It's all very silly really, and it just gets worse (or better, depending on how you look at it). The last two levels involve Gumby being a bird in the sky and then being normal Gumby in a factory of sorts.

I found *Monty Python's Flying Circus* to be a disappointment. I've been a big fan of the TV series and the spin-off films for years, but the simplistic search and collect content of the game is ultimately tiresome. On the plus side the game is graphically very pretty, the Terry Gilliam-esque backdrops fit in nicely with the weird and whacky characters. Playable in the short term *Monty Python's Flying Circus* is a game that will eventually find its way to the back of the software shelf.

MARK 74%

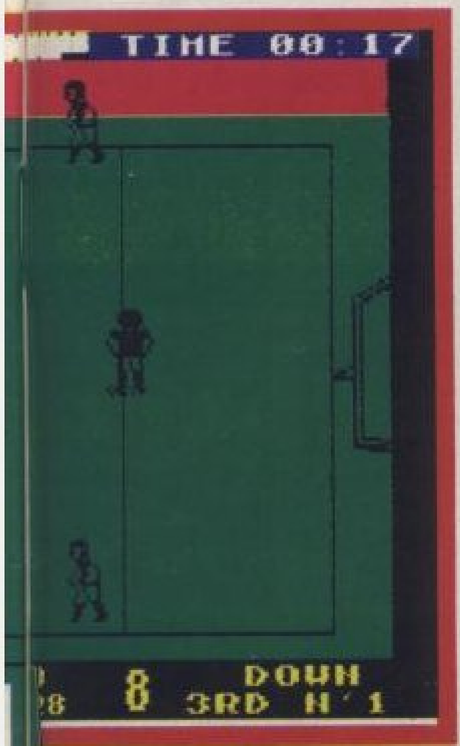
RATING

An admirable job on a difficult theme: comedy on computer

PRESENTATION	82%
GRAPHICS	80%
SOUND	77%
PLAYABILITY	70%
ADDICTIVITY	72%
OVERALL	75%







Zeppelin Games
■ £2.99 ■

Hut! Hut! It's American Football time. So get out all your helmets, shoulder pads and boots, and don't forget to stuff a rolled-up pair of socks down your pants! *Fantastic American Football* (quite a modest name really) is really good. It has all the options and moves of the real game with the added attraction of not getting your skull smashed in.

Choose from 28 different teams in the NFL and play through a 16 week session of games to eventually win the ultimate in American Football prizes, touching down at the Superbowl! The game allows you to do all the different moves including punt, fieldgoal, blitz and rush, with a graphical selection of directions when it comes to passing.

Graphics are hardly fantastic but do their job well. The small players are well animated and whilst they clash with the pitch it doesn't spoil the game. The only sound you get out of the computer is a hiss when the crowd cheers and the odd effect when a player kicks the ball, but no tune on the title screen.

All fans of the sport will probably love this and get hours of enjoyment. A good simulation of a fast and frantic sport.
NICK

RATING
OVERALL 78%

SLAP FIGHT

The Hit Squad
■ £2.99 ■ re-release

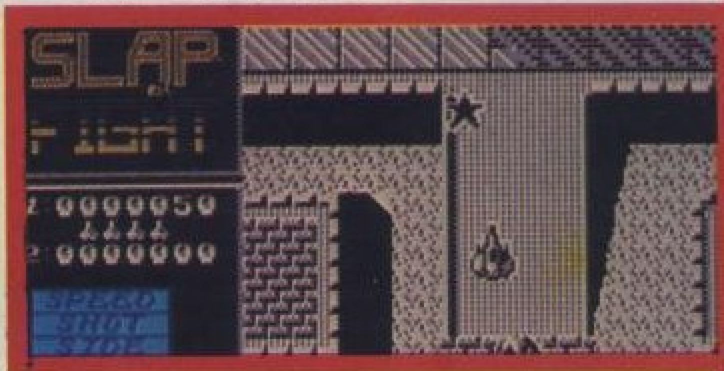
Here's an old shoot-'em-up that uses the 'build up on your weaponry' method of play. Shoot the oncoming alien swarms and collect the bonus stars that appear after an enemy ship has been destroyed — these supply such glorious things as lasers, shields and a side shot!

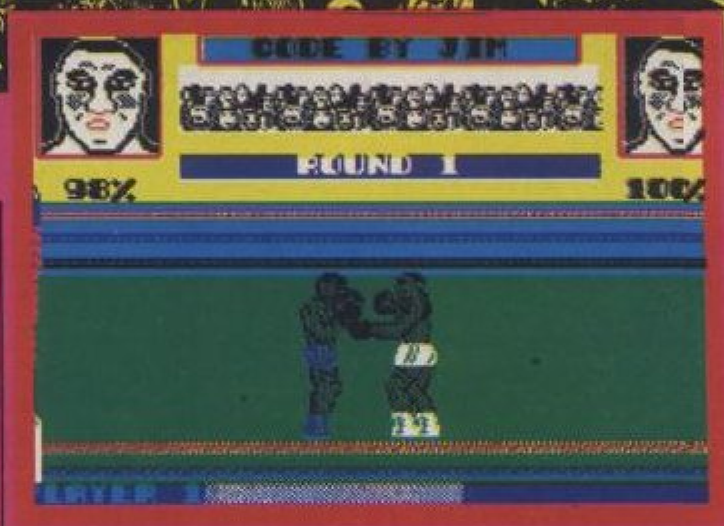
Slap Fight's real problem is too much detail in the background — intricate and the same colour as the fighter itself — which makes playing unenjoyable as you can't see what's going on. A bit of animation would have helped but each sprite stays exactly the same throughout.

Sounds are few and when you do hear something it isn't worth the wait, just a couple of puny effects when you fire or get shot and no tune on the title screen.

A very run of the mill shoot-'em-up: the gameplay has been copied so many times in other games you wonder why they keep producing them! Thumbs down.
NICK

RATING
OVERALL 41%





OUT FOR THE count

Dynamite Designs
■ £2.99 ■

The boxing game that is utterly realistic! Well, that's what the inlay says. It claims you can watch the cuts and bruises appear on your opponent's face as you punch away at him: truth is, if you did that you'd end up knocked out on the floor!

Out For The Count is a very poor boxing game. I got so frustrated playing it. You're given a set of controls for punching your opponent and when you get into the game, no matter how hard you hit the keys the boxer won't perform the good moves. All you can do is tap the other player while he punches your head in!

However, it does have afew redeeming features: the way the game flips to an aerial view of the ring and waits for the knocked out player to get up is good, as is the section where you work out to get rid of some of your damage. Unfortunately the infuriating way the main game is played is enough to put me off.

Realistic, but definitely not the best boxing around.
NICK

RATING
OVERALL 32%

DALEY THOMPSON'S SUPER TEST

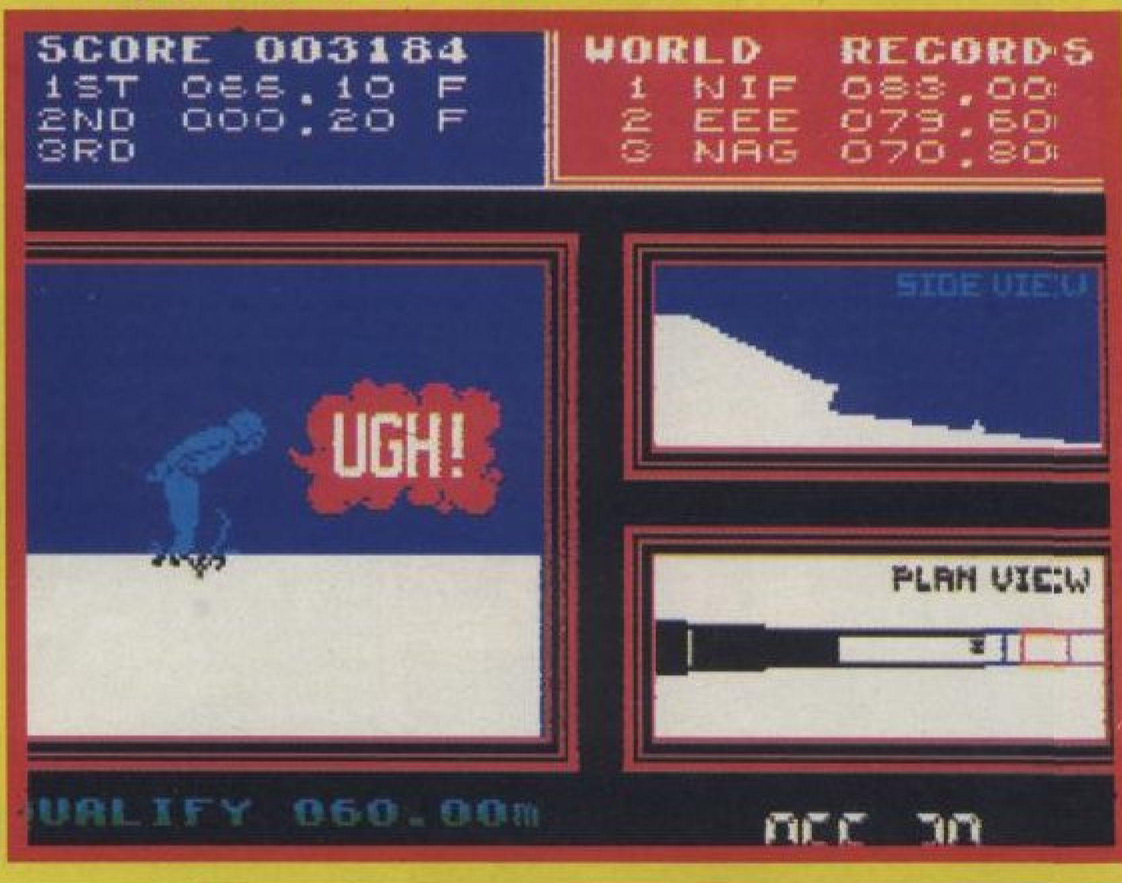
RATING
OVERALL 83%

The Hit Squad
■ £2.99 ■

Daley Thompson's Super Test includes all the favourite sporting events to try your hand (or joystick) at. Featuring pistol shooting, cycling, spring board diving, giant slalom, rowing, penalties, ski jump and even a tug-o'-war, there's bound to be something to tickle your fancy.

Graphically, it's good, with plenty of neat animation and lots of colour; it's also superbly presented. With controls changing from event to event, a thorough reading of the instructions is a must to get anywhere.

My personal favourite event is the rowing — except I always thought oars were for splashing people in other boats with, not rowing! Brilliant!
NICK





fruit machine simulator 2

Code Masters
■ £2.99 ■

Bring a fruit machine into your home! The differences between this and *Fruit Machine Simulator* are the added features to the program (if you can find them). This game gives you just about every feature found on today's top machines, plus some of the old favourites that keep you coming back for more.

The added attraction of this over a real machine is that you never get into trouble for spending all your cash! This looks exactly the same as the first ***Fruit Machine Simulator***. I can't remember exactly what features that has on it so perhaps they've just added one or two. The big joke about the game is that there seems to be a delay between you pressing a key on the keyboard and the computer registering it. This makes it very difficult when it comes to the repeat function or gambling, whatever you press it goes on to the next icon!

Graphics are bright and cheerful but each screen looks too cluttered. You simply can't tell what the hell is going on half the time, it all happens so fast.

Fruit Machine Simulator 2 has nothing much more to offer than it's predecessor: if you bought the first don't bother, if you didn't then it may be worth a look in.

NICK

RATING

B OVERALL **40%**

T-BIRD

Mastertronic Plus
■ £2.99 ■

Capable of 0-600 in 5.6 seconds and with a maximum speed of 1346 mph, the Foourd T-Bird racing machine is real mean! This revolutionary transportation system has everything you could wish for (except the kitchen sink!), but you've driven it into the alien part of town. These aliens are a mite jealous of your new purchase and will do anything to ruin it. You must now fight off the swarms of alien beings and dodge their fire if you're going to make it home in time for tea!

T-Bird is a 3-D style shoot-'em-up. Aliens and objects on the ground fly towards you at great speed. The 3-D effect isn't bad with objects getting bigger as they move down the screen. Colour is (wait for it) glorious monochrome with a different colour for each level, and just for luck there's the compulsory end of level big monster to be destroyed.

You can increase you weaponry by collecting the pods that arrive when an alien swarm is destroyed, but then this style of play has been used over and over again. The simplistic gameplay and lack of variety will soon have you reaching for the off switch.

NICK

RATING

B OVERALL **50%**



SHADOW WARRIORS

Ocean
■ £9.99/£14.99 ■

From the Tecmo coin-op *Shadow Warriors* bursts forth in an all kicking, all punching martial arts extravaganza!

The Shadow Warriors are an elite troop of fighters skilled in the ancient martial art of Ninjitsu. But the greatest Shadow Warrior's powers have been possessed by a demon, and is causing havoc in the six roughtest, toughest neighbourhoods of New York City. As the next strongest fighter it's up to you to thwart the demon's evil actions and eliminate his stormtroopers.

As soon as you begin, thugs wearing *Friday The 13th* fright masks are all to keen to knock seven bells out of you. But you don't wear those espadrillas for show — a range of combat moves are at your disposal including The Phoenix Backflip, Tightrope Technique and The Flying Neck Throw.

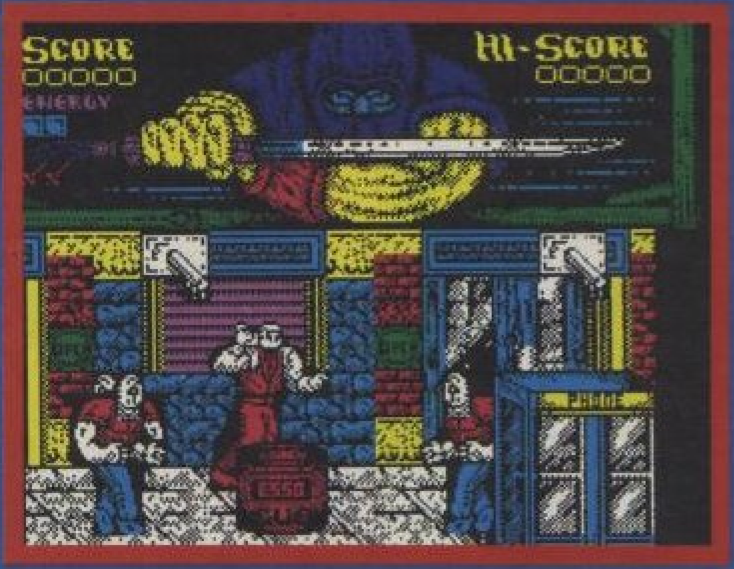
Objects litter the playing area and by flinging your assailants at them they explode and reveal handy objects. These include extra lives, a sword, extra energy and icons to freeze time.

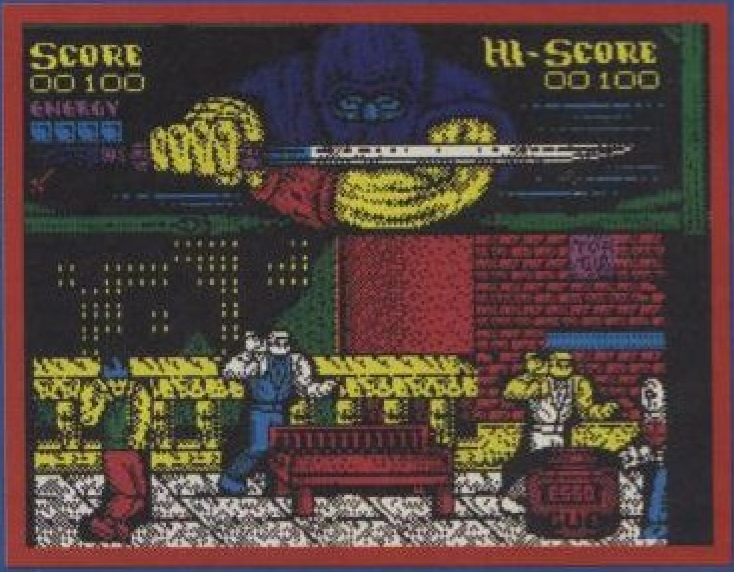
Yes, your old mate time is against you as you rush to complete a section of each level, and hurry is the name of the game: time is short indeed.

At the end of level one a fat Sumo wrestler has to be defeated before continuing on your quest for truth, justice and the chance to kick a few heads in.

There seem to be few colourful Speccy games around these days, but you didn't have to go this far to compensate, guys. The glare from the screen has to be seen to be believed, sun specs ahoy! The main character is well drawn and animated, but everything is so garishly coloured. After *Sly Spy-Secret Agent* and *Midnight Resistance*, *Shadow Warriors* is, to me, a bit of a let down. Unlike Nick I'm tired of these Ninja style games and it would take something pretty special to fire my interest.

MARK 70%





NICK Yeah, Ninja games, doncha just love 'em?! *Shadow Warriors* is no exception with level after level of scrolling ninja fun. One thing that does make this spree stand out from the crowd is the excellent use of colour. It's been cleverly programmed so there's no clash, even though the screen is packed full of all the colours on the Speccy! The game itself holds no surprises. There's nothing we haven't seen before. All you have to do is kill the baddies on the level and progress through to meet the Mr Big whom you must splat to go on. Elements of the game are frustrating, especially in combat: you have to get your punch in first or the baddy will start hitting you and there is no way to stop him, except dying of course. The game does improve a little when you start collecting weapons to batter your enemies with. As a conversion of the arcade machine, *Shadow Warriors* is really outstanding and will give all Ninja fans a real challenge. 78%

RATING

Outstandingly colourful conversion of more Ninja antics — tough on play

PRESENTATION	70%
GRAPHICS	73%
SOUND	67%
PLAYABILITY	70%
ADDICTIVITY	71%

F OVERALL **74%**


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• WIN AN AMAZING 4x4 REMOTE CONTROLLED DESERT RACER FROM CODEMASTERS!!

Quorkers of quacking quompilations — that's CodeMasters' **great new *Quattro* series! Four great games packed into one cassette pack and a bit of a bargain at £2.99! To celebrate the launch of the series** CodeMasters **wanted to offer a prize that had something to do with fours. Hey!, suggested CRASH, how about a really expensive remote-controlled 4x4 Desert Racer jeep?! And that's what you could be winning very soon! Called the Tamiya 4 Wheel Drive Fire Dragon, this speed machine is worth around £200!**

Even if you don't win you can get a load of action in the *Quattro* packs. There are three packs in the *Quattro* series available now and they are: ***Quattro Power*** which features *Moto X*, *Twin Turbo V8*, *Pro Powerboat* and *ATV Simulator*, there's ***Quattro Adventure*** featuring *Dizzy*, *Vampire*, *Ghost Hunters* and *Super Robin Hood*, and to top the lot is ***Quattro Sports*** featuring *Grand Prix Simulator*, *Pro Ski Simulator*, *Pro Snooker Simulator* and *BMX Simulator*! Check out the full details on the news pages in Live Circuit!

So, plenty of action on the Speccy and plenty of thrills and spills if you're the lucky winner of the **Fire Dragon** jeep! Yes indeed! The prize comes in kit form and the pack also contains the remote control unit, batteries and a Quick-charger! Oh, and huge thanks to **Leamington Hobby Centre** who helped us select the prize.

Even if you're not the lucky winner of the first prize, one of 20 **CodeMasters** games could be yours if you're a runner up!

To be in with a chance of winning one of the fabbo prizes on offer get on the phone and ring the **CRASH Compo Hotline**! Dial **0898 555 084** and listen to the questions being read out over the phone. When you have your answers, write them down on a postcard or the back of a sealed envelope and send it to: **NEWSFIELD, ROAD RACING ACTION COMPO, CRASH, Ludlow, Shropshire SY8 1JW**. And make sure your entries arrive by September 20!!

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Calls cost 25p per minute during off-peak time and 38p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

NEXT MONTH

IT'S PARTY TIME!!

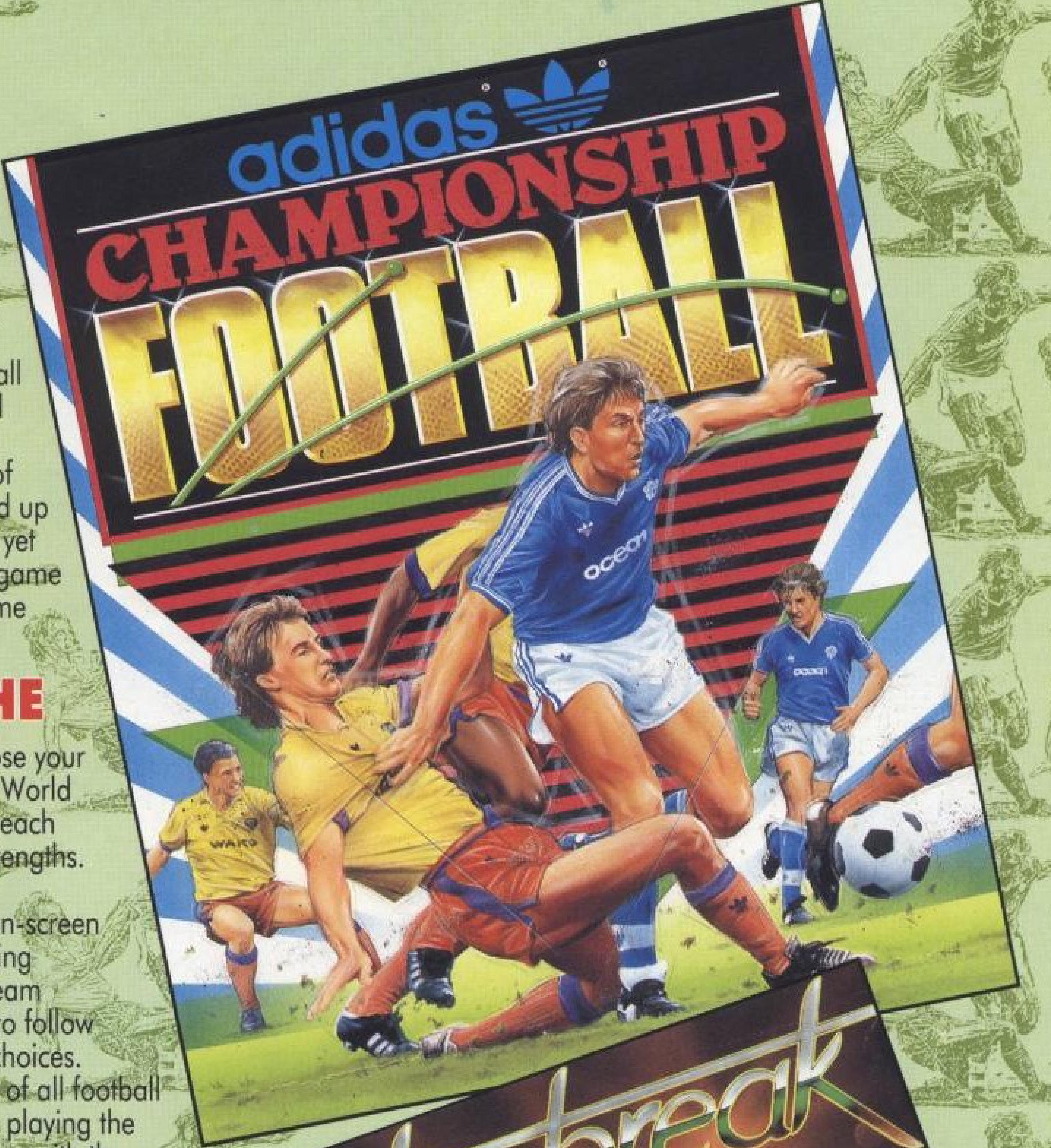
☆ As the thrills build up for the time of year when the best Speccy action happens, CRASH goes bananas as we plough the zillions of games heading your way!!

☆ Four megalithic games on the Powertape — twice the action of the other Speccy mags!!

☆ Blockbusting news, previews and reviews to keep you in touch!

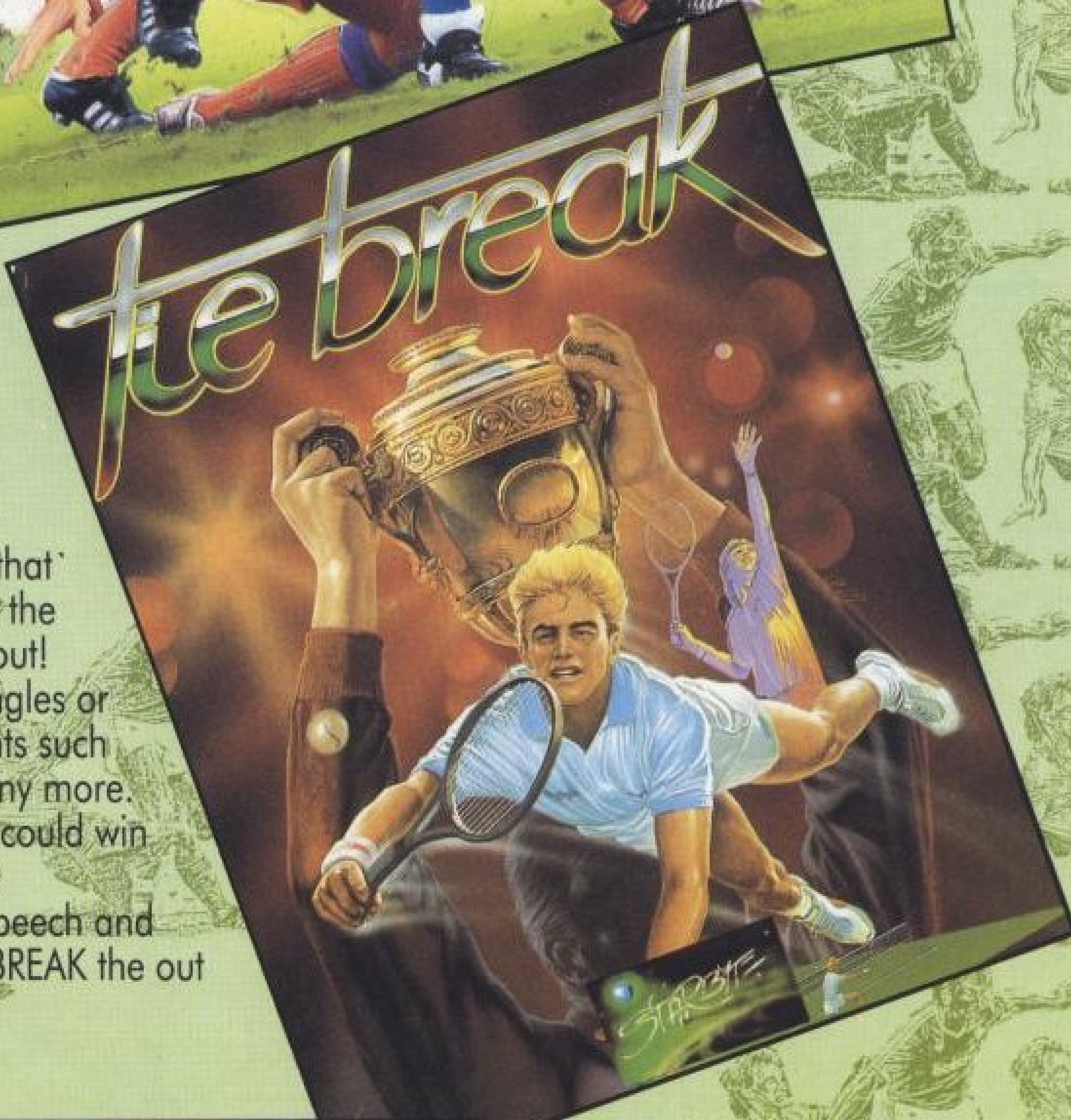
PACKED WITH MORE THRILLS THAN A PORCUPINE (THAT'S QUILLS, YOU DIMWIT! —ED) CRASH 81 IS GOING TO BE READY TO ROCK ON SEPTEMBER 20 — DON'T MISS OUT! THE NATION'S PLAYING OUR GAMES!!

Natural and responsive player movement and with the most simple of one-touch joystick control ensures exciting and authentic soccer action. Realistic close-ball control, computer aided team control and the micro's constant "flow of play" monitoring all add up to make this the easiest yet most rewarding soccer game ever devised for the home computer.



TAKE ON THE WORLD! Choose your opponents from the 24 World Championship teams - each have their own styles, strengths. ..and idiosyncracies!
You will delight at the on-screen action, realistically flowing animation, automatic team response and the easy to follow icon-generated action choices.
This game is the choice of all football players, those who love playing the game instead of wrestling with the joystick...
in **adidas** CHAMPIONSHIP FOOTBALL

YOU MAKE THE PLAY!

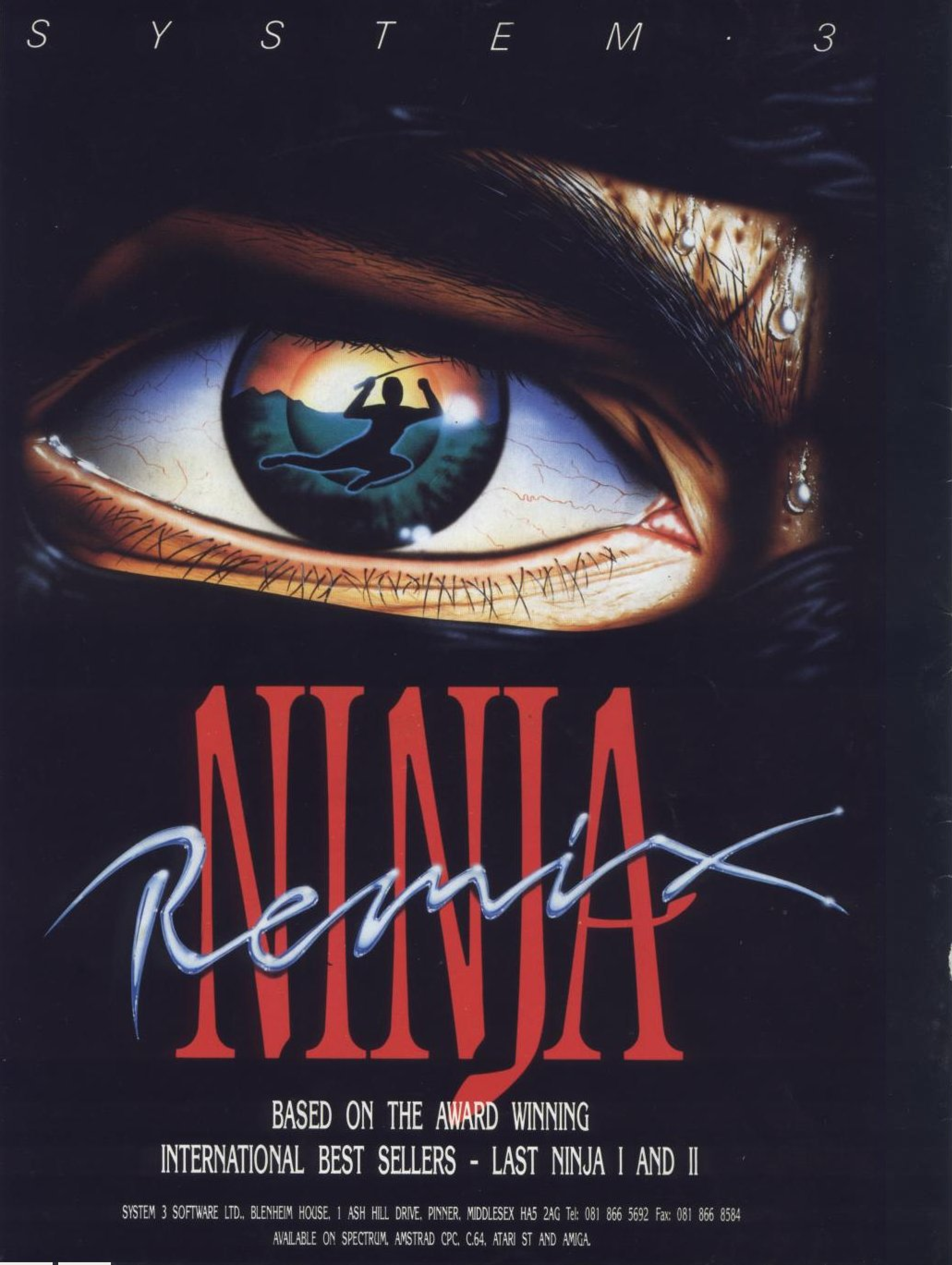


Pin 'em to the base line, attack the net and volley the winner! You might have taken this match but that was on grass - can you play as well on clay or on the indoor courts?... with TIE-BREAK you'll soon find out! And the play selection doesn't end there - play singles or doubles, select to play in all the major tournaments such as Wimbledon, Davis Cup, French Open and many more. You can then make a racquet selection -and that could win you the match! Featuring all the shots in the book, breathtaking animation and amazingly realistic speech and sound effects in T.V. style presentation make TIE-BREAK the out and out winner on any micro.

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